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Diplomacy

The Game of International Intrigue

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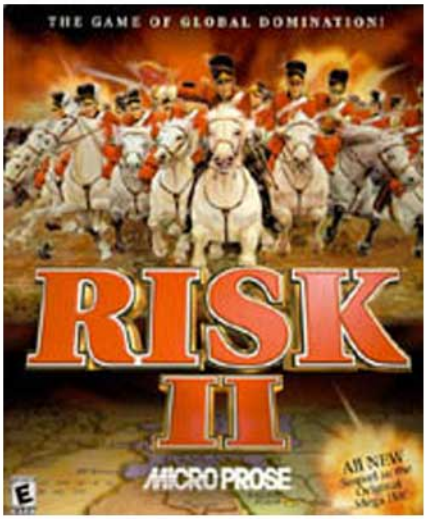

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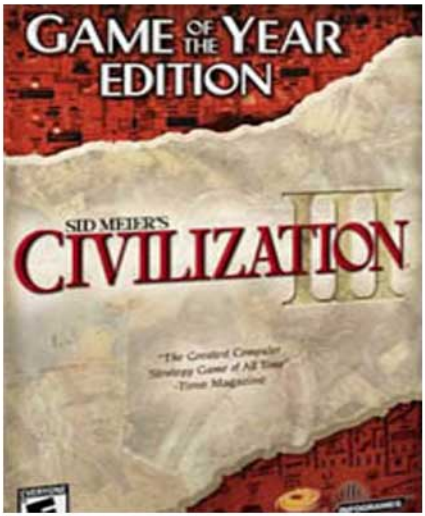

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First Edition, October 1999

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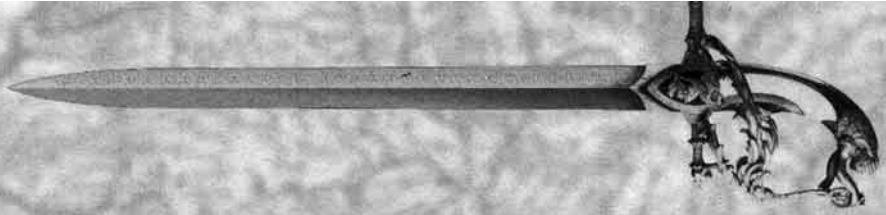

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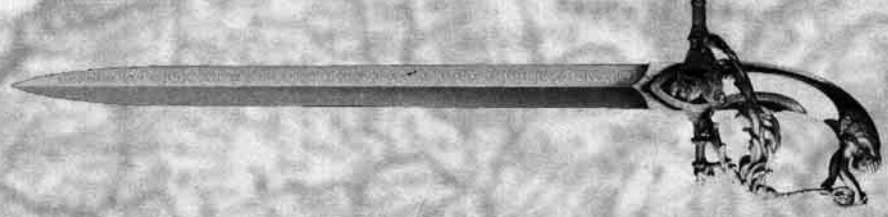

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Introduction

An open letter from Allan B. Calhamer, inventor of *Diplomacy*™, to the fans

Dear fans:

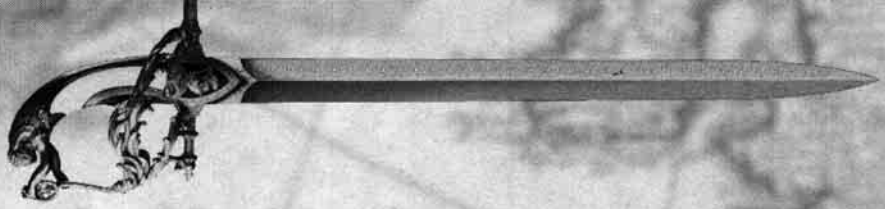
By the time this letter is published, Hasbro expects to be on the market with a *Diplomacy* computer game and a newly designed *Diplomacy* boardgame. They have people who know and appreciate the game, and have worked hard on these things.

We have played a lot of *Diplomacy* since I put the game on the market in 1959. Some of the hobby veterans go back almost to that year.

In that time, fans, entirely on their own initiative, have developed postal and e-mail *Diplomacy*, publications, record-keeping, orphan game placement and standby players, informational packets for both novice players and novice publishers, a register of publications, and conventions and tournaments.

My attitude toward the fan activity has been consistently:

1) To designate nothing as "official," so that everything arises because a fan wants to try it and continues if it can find its own support.
2) To appreciate the opinions of experienced fans. They know a lot about the game, some of which inevitably I don't know. Back when we made occasional changes in the rules, I received extensive opinions from several experienced fans, appreciated all of it and accepted some of it.



3) I have participated from time to time, with an article here or there, or attending a convention, playing in or assisting at a tournament.

We've played *Diplomacy* around the world. There has been heavy activity in England and Australia, and tournaments in France and Austria. A set was seen in a U.S. embassy behind the Curtain, not to mention the Nixon White House. A Japanese student told me in Tokyo that he had seen *Diplomacy* played at Oxford.

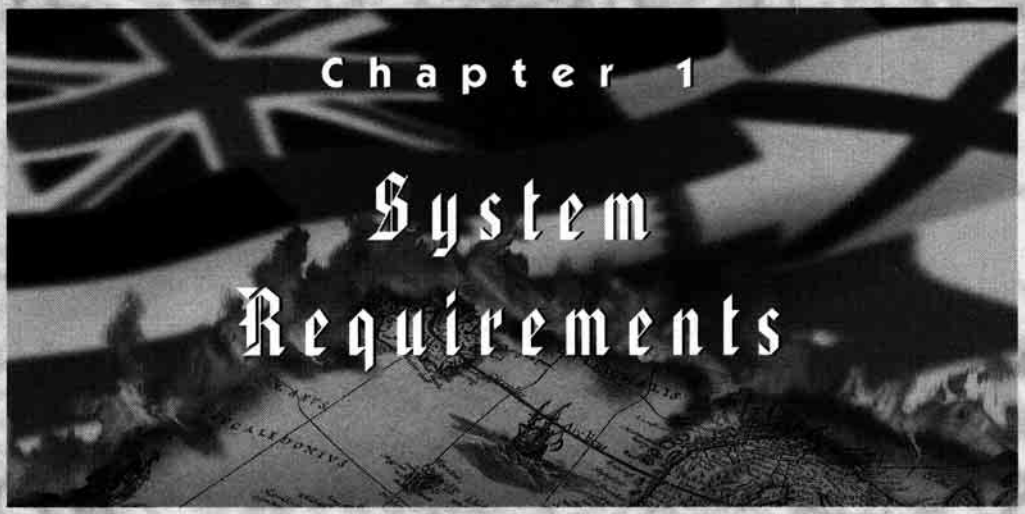
Fans also helped greatly in development before publication, a group of lively and intelligent young men and one woman, playing many test games and offering keen analysis of both wording and the gist of the rules. They showed me how hard it was to write a rule that had no flaws in it. They also showed that a game could be wildly funny without being any less a strategic game.

I suppose some of us play for the laughs, some for the strategy, some to imagine we are Napoleon or the Czar, some for the society, some for the realism or challenge, some because the board and pieces are pretty, some because of the unpredictability, maybe most of us for most or all of these reasons, and some more.

And soon there can be more of us.

Yours very truly,

Allan B. Calhamer



Chapter 1

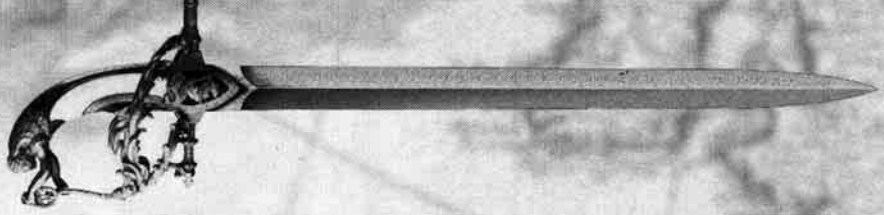
System Requirements

Diplomacy requires the following minimum system requirements:

Processor:	Pentium MMX® 166 MHz or higher
Operating System:	Windows® 95/98 or better
CD-ROM Drive:	8X speed
Memory:	32 MB RAM
Hard Drive Space:	20 MB free
Video:	High Color graphics (800 x 600 x 16-bit color – 2 MB video RAM minimum)
Sound:	Windows® 95/98 compatible sound card
DirectX:	Require DirectX version 7 (or higher) compatible drivers

We recommend the following system requirements for better game performance:

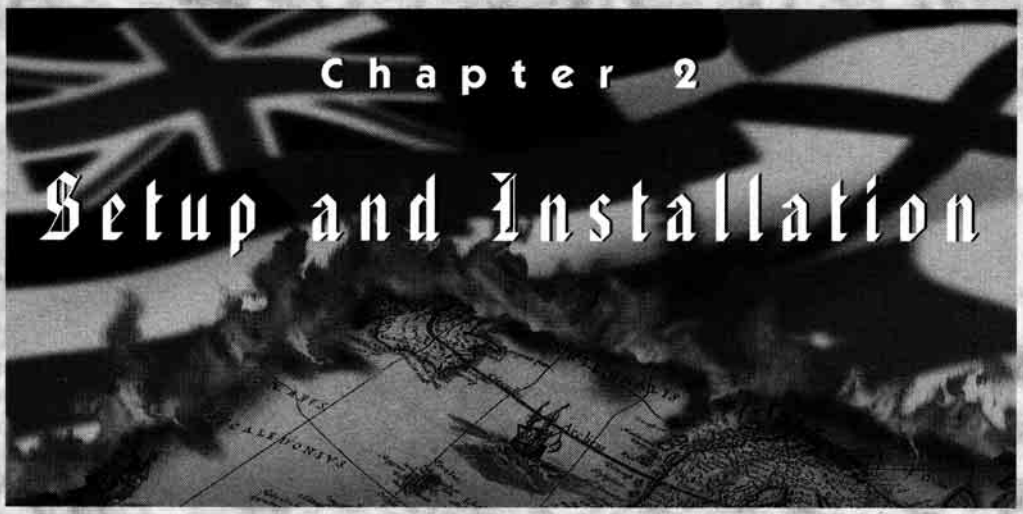
Processor:	Pentium II® 233 MHz or higher
Operating System:	Windows® 95/98 or better
CD-ROM Drive:	32X speed
Memory:	64 MB RAM
Hard Drive Space:	100 MB free



Video:	High Color graphics (800 x 600 x 16-bit color – 2 MB video RAM minimum)
Sound:	Windows® 95/98 compatible sound card
DirectX:	Require DirectX version 7 (or higher) compatible drivers

Diplomacy requires one of the following to play a multiplayer game:

- LAN (Local Area Network) with IPX or TCP/IP protocol
- Internet connection with true TCP/IP connection



Chapter 2

Setup and Installation

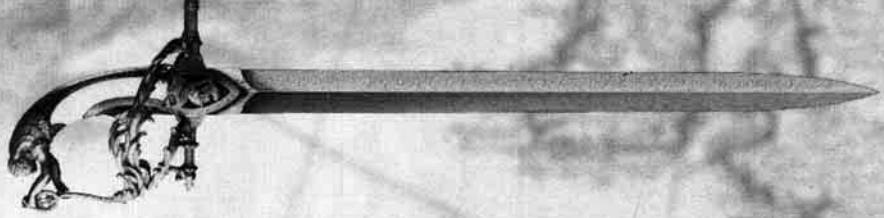
To Install *Diplomacy*:

1. Start Windows®.
2. Insert the *Diplomacy* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, the installation screen will appear. If AutoPlay is not enabled, double-click on the "My Computer" icon on your Windows desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the SETUP.EXE file on the *Diplomacy* CD-ROM and double-click it.
4. Click the Install button and follow the remainder of the onscreen instructions to finish installing *Diplomacy*.
5. Once installation is complete, double-click on the *Diplomacy* game icon to start the game.

Note: You must have the *Diplomacy* game disc in the CD-ROM drive to play.

Installation of DirectX

The *Diplomacy* CD-ROM requires DirectX 7 or higher in order to run. If you do not have DirectX 7 or higher installed on your computer, click "Yes" when asked if you would like to install it.

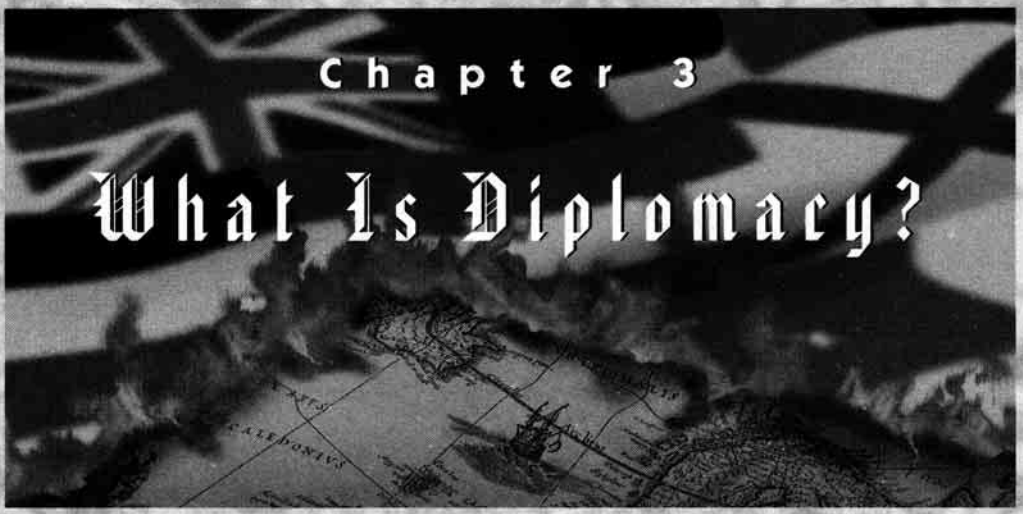


The ReadMe File

The *Diplomacy* CD-ROM game has a ReadMe file with which you can view updated information about the game. To view this file, double-click on that file in *Diplomacy* directory found on your hard drive. You can also view the ReadMe file by clicking on the Start button on your Windows taskbar, then clicking on Programs, then on MicroProse, then on Diplomacy and finally on the ReadMe option.

The Tutorial

If you're impatient and want to start playing right away, we suggest going straight to the in-game tutorial by clicking on the Tutorial button in the Main Menu.



Chapter 3

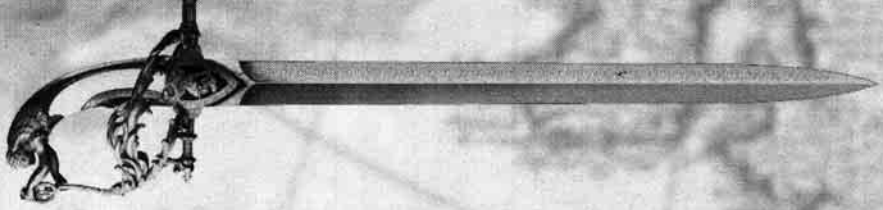
What Is Diplomacy?

The game of *Diplomacy* was invented by Allan Calhamer over a period of years, taking its final form in the mid- to late 1950s. Mr. Calhamer marketed the game privately for a time and then through various game companies.

Diplomacy has been called "the chameleon game" because it is uniquely "variantizable"—that is, from the basic rule set any number of new "variant games" have been and can be invented.

The standard game of *Diplomacy* is set in the Europe of the early 20th century and is played by seven players, each taking the part of one of the Great European Powers of that age. Players order two types of units (armies and fleets) into combat against each other in a war for control of Europe. This control is symbolized by ownership of "supply centers," of which there are 34 on the *Diplomacy* board. Control of a majority of supply centers will bring a player victory.

Diplomacy has been played person-to-person over a gameboard since its invention, and a number of tournaments (including annually scheduled national and world championships) are held regularly for the so-called face-to-face player. Long ago, *Diplomacy* was adapted for through-the-mail play by John Boardman, and many postal games have been played ever since, with the moves made in each game published issue by issue in a great number of magazines ("zines") that are produced by hobbyists worldwide. With the development of electronic mail, Ken Lowe wrote an automated *Diplomacy* move adjudicator, which also routes diplomatic mail messages to the various players and enforces deadlines for the reception of orders. This system is used by a growing multitude of play by e-mail hobbyists.



The beauty of the game of *Diplomacy* lies not in the tactics of the movement of the units on the board, but in the fact that these movements are *simultaneous*, meaning that the orders of all players are executed at the same time on each turn. Whose moves succeed and whose fail are easily determined by the simple rules of the game which permit and govern the combination of multiple units to strengthen (or weaken) any single move or other action.

Crowning all this, however, is the fact that any player of the game is lost without allies. To play the game without receiving assistance from the units owned by other players and without lending assistance to other players' units is to set yourself up for failure. Indeed, the most important part of the game is the wide-open, free-for-all, promise-the-moon negotiations which occur before each move—negotiations which establish alliances, elaborate war plans and backstabs.

Backstabs? Yes, because regardless of what a player promises to do *before* the turn, what he or she *actually* does is wholly determined by the secret orders he submits for his or her pieces.

Combining with other players to defeat a common foe, secretly arranging peace with the enemy and suddenly turning on your ally, who has trusted you and worked with you since the first move, is all part of the game. All's fair in love and war, so the saying goes, and in *Diplomacy*, one is often simply a mask for the other.

The final outcome of a game of *Diplomacy* is always the responsibility—for better or worse—of each player. *Diplomacy* offers a totally chanceless (there are no dice to roll, no tables to consult, no random events to deal with) competition of wits and wiles.

–Used with permission from The Diplomatic Pouch Web site

Chapter 4

How to Play

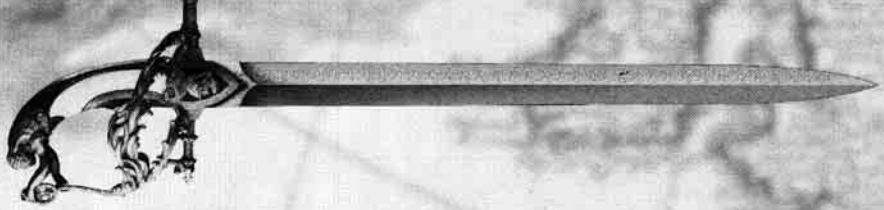
At the beginning of the 20th century, Europe was a complicated cauldron of political intrigue. You are about to travel back to those times and change the course of history in your favor.

The game of *Diplomacy* is played by up to seven human or AI players. Each player represents one of the seven "Great Powers of Europe" in the years prior to World War I. These Great Powers are England, Germany, Russia, Turkey, Italy, France and Austria-Hungary (hereafter referred to simply as Austria).

Overview

Diplomacy is a game of negotiations, alliances, promises kept and promises broken. In order to survive, a player needs help from others. In order to win the game, a player must eventually stand alone. Knowing whom to trust, when to trust them, what to promise and when to promise is the heart of the game. Remember: you are a diplomat first, a commander second.

At the beginning of each turn, players meet together in small groups to discuss their plans and suggest strategies. Alliances between players are openly or secretly made, and orders are (hopefully) coordinated. Immediately following this period of "diplomacy," each player records an order for each of his or her units. When all players have recorded their orders, the orders are simultaneously executed. Some units are moved, some have to retreat and some are removed.



Each turn represents six months of time. The first turn is called a Spring Turn and the next a Fall Turn. After each Fall Turn, each Great Power must reconcile the number of units it controls with the number of supply centers it controls. At this time, some units are removed and new ones are built.

Each turn has a series of phases. Here are the phases in a complete two-turn year:

Spring Four-Phase Turn

1. Negotiation Phase
2. Issue Orders Phase
3. Execute Orders Phase
4. Resolve Conflicts Phase

Fall Six-Phase Turn

1. Negotiation Phase
2. Issue Orders Phase
3. Execute Orders Phase
4. Resolve Conflicts Phase
5. Adjust Strengths Phase
6. Summary Phase

Object of the Game

As soon as one Great Power controls 18 supply centers, it is considered to have "gained control of Europe." The player representing that Great Power is the winner.

Mapboard

Boundaries

Boundaries between major countries are marked with heavy black lines. All major powers are also divided into spaces and supply center provinces by thinner black lines. The oceans and waterways are divided into separate spaces by thin black lines. All countries and spaces (land and water) are identified by name when you move the mouse cursor over them.

Types of Spaces

There are three types of spaces: inland, water and coastal. Only Armies move on inland provinces, and only Fleets move on water spaces. A coastal province is land that is adjacent to one or more water provinces. For example, Denmark, Brest and Spain are coastal provinces. An Army or a Fleet can occupy a coastal province.

Bi-coastal Provinces

Bulgaria, Spain and St. Petersburg are the only coastal provinces that have two separate coasts. A Fleet entering one of these provinces enters along one coast and can then move to a province adjacent to that coast only. The Fleet, nevertheless, is considered to be occupying the entire province. Such a Fleet is placed on the coastline rather than completely inland. For example, a Fleet at Spain's North Coast cannot be ordered to move to the Western Mediterranean, the Gulf of Lyon or Marseilles. It is, however, considered to be occupying all of Spain.

Straits and Canals

Because of the waterways that run through Kiel and Constantinople, they are considered as having one coast. Fleets can enter them along one coast and be considered anywhere along the coastline. For example, a Fleet can move from the Black Sea to Constantinople on one turn and then on a later turn move from Constantinople to the Aegean Sea (or other adjacent spaces). Likewise, a Fleet can move from Holland to Kiel on one turn and then move from Kiel to Berlin on a later turn (through the Kiel Canal) without having to go around or to Denmark. Armies can also pass into and out of these spaces, freely bridging these waterways.

Sweden and Denmark

An Army or Fleet can move from Sweden to Denmark (or vice versa) in one turn. A Fleet moving from the Baltic Sea cannot move directly to the Skaggerak space (or vice versa), but must first move to Sweden or Denmark. The common border with Denmark does not separate the coast of Sweden into two coastlines. Denmark does not border on Berlin.

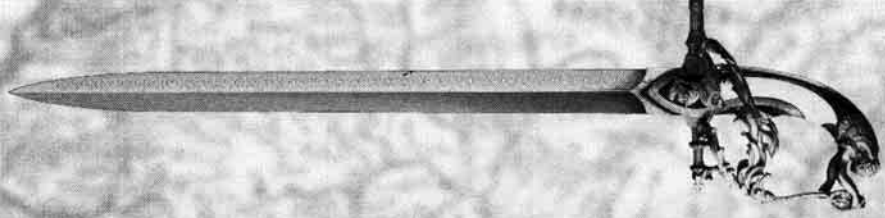
Supply Centers

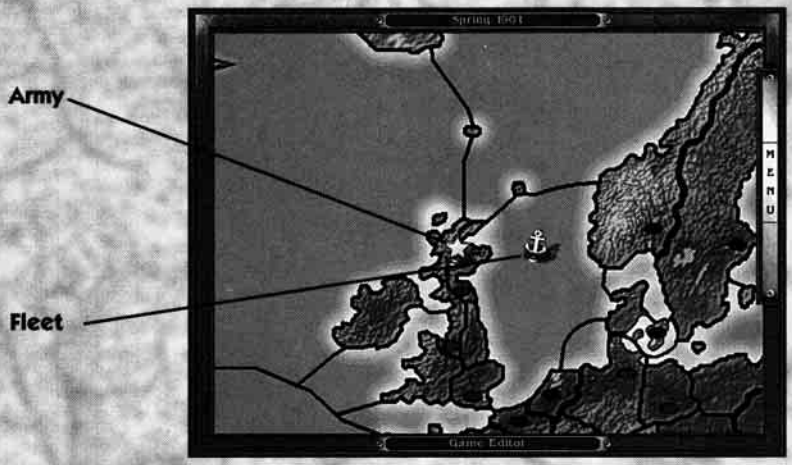
Thirty-four inland and coastal provinces on the mapboard are designated as supply centers. Each supply center is marked with a colored circle. A Great Power has as many Armies or Fleets as the number of supply centers it controlled at the end of the last Fall Turn. Consequently, there will never be more than 34 Armies and Fleets (also referred to as "units") on the mapboard at one time. A country gains or loses units in accordance with the number of supply centers it controls. The supply center colors of each Great Power are indicated below.

Units (Armies and Fleets)

Each Army unit is represented by a star; each Fleet unit is represented by an anchor. The unit colors of each Great Power are indicated in the chart below.

All units have the same strength. No one Army is more powerful than another. No single Fleet is stronger than another. During the game, various units will support each other to increase their strength and attack weaker adversaries. There can only be one unit in a space at a time—no exceptions.





Starting Positions

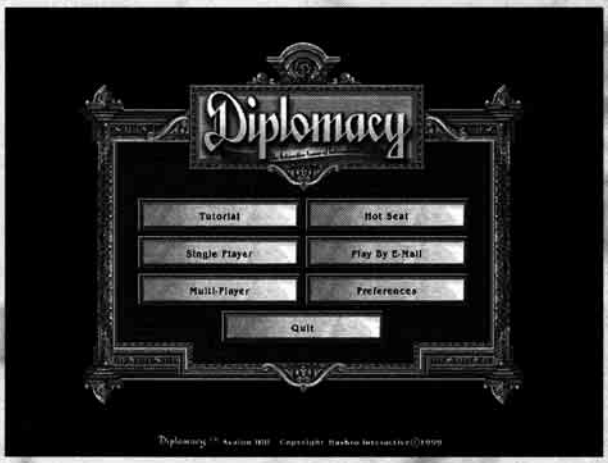
At the start of the game, each Great Power controls three supply centers, with the exception of Russia, which controls four. Note that "A" indicates an Army and "F" indicates a Fleet.

Country	Unit Color	Unit City	Unit City	Unit City
Austria	Red	A Vienna	A Budapest	F Trieste
England	Dark Blue	F London	F Edinburgh	A Liverpool
France	Light Blue	A Paris	A Marseilles	F Brest
Germany	Dark Gray	A Berlin	A Munich	F Kiel
Italy	Green	A Rome	A Venice	F Naples
Russia	White	A Moscow F Sevastopol	A Warsaw	F St. Petersburg (south coast)
Turkey	Yellow	F Ankara	A Constantinople	A Smyrna

The 12 remaining supply centers are not occupied at the start of the game.

The Main Menu

When you first start *Diplomacy*, introductory movies will play. Next you will see the Main Menu.



Tutorial	View the several online game tutorials
Single Player	Start a single-player *Diplomacy* game
Multiplayer	Start an IPX (LAN) or TCP/IP (Internet) multiplayer *Diplomacy* game (see **Chapter 12: Multiplayer**)
Hot Seat	Start a multiplayer *Diplomacy* game in which all players use one computer (see **Chapter 12: Multiplayer**)
Play By E-Mail	Start a multiplayer *Diplomacy* game in which all interaction between players is done via e-mail (see **Chapter 12: Multiplayer**)
Preferences	Change game preferences such as sound volume and map scrolling (see **Chapter 13: Options**)
Quit	Exit the game and return to the Windows® desktop

Single Player Setup

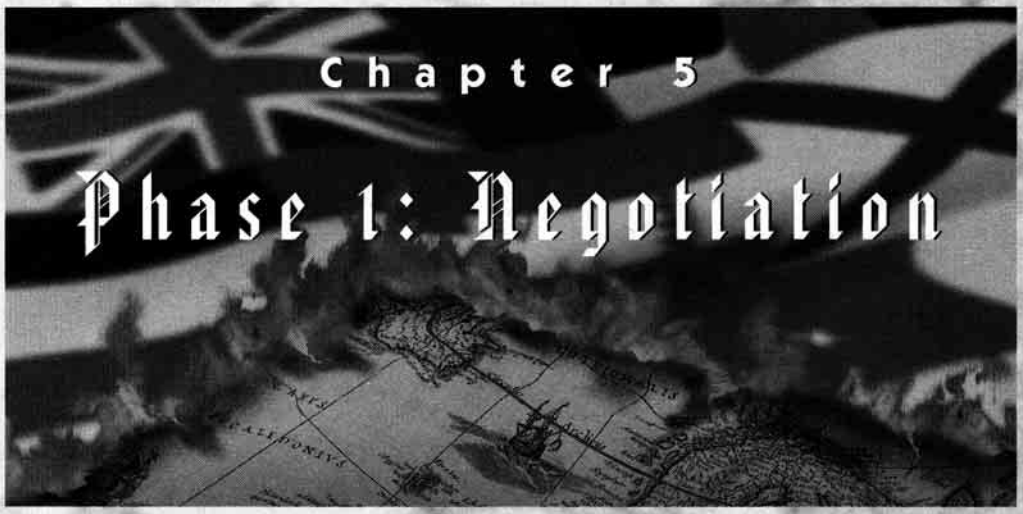
Click on the Single Player button to go to the Single Player Setup screen which allows you to choose your country, set the difficulty level of the AI players, load a saved game and access other screens.

To change players for a Great Power, click on the arrow on the right side of the country bar. The single-player game can only have one human player, identified by the name "Player." You can click on "Player" and type in your own name.

Computer players are rated Low, Medium and High in terms of their AI strength. You can also set a Great Power to Civil Disorder. Civil Disorder is a *Diplomacy* term that means that the units are left on the board but are not controlled by anyone.

Click on the Begin button to start a single-player game.

Editor	Change ownership of supply centers and placement of Army and Fleet units using the Map Position editor (see **Chapter 14: Game Editor**)
Set Timers	Change the default settings of the individual phase timers in the Set Timers screen (see **Chapter 13: Options**)
Variations	Load games that use nonstandard rules and setups in the Variations screen (see **Chapter 13: Options**)
Load Game	Load a previously saved game in the Load Game screen
Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Cancel	Return to the Main Menu
Begin	Start a single-player game with the options and parameters chosen at the Single Player menu



Chapter 5
Phase 1: Negotiation

Timed Phases

Each phase of a *Diplomacy* game is timed. You have a set amount of time to negotiate with other players and to issue orders. The time remaining for each phase is shown on the Chronometer, in the upper right-hand corner. The Chronometer's red light will flash when there is less than two minutes left in the phase. Each phase has a default time limit, but you can alter the timer for each phase (as explained in **Chapter 13: Options**).

The name of the current phase is written underneath the map and above the status window.

The Negotiation Phase

During the Negotiation phase, players meet to discuss their plans for upcoming turns. Alliances are made and strategies are set. These "diplomatic negotiations" take place at the beginning of each turn. Negotiations last 30 minutes during the first turn and 10 minutes for each turn thereafter. Negotiations can end sooner if all players agree. You can pause the Negotiation phase by bringing up the Menu bar (as described in **Chapter 13: Options**).

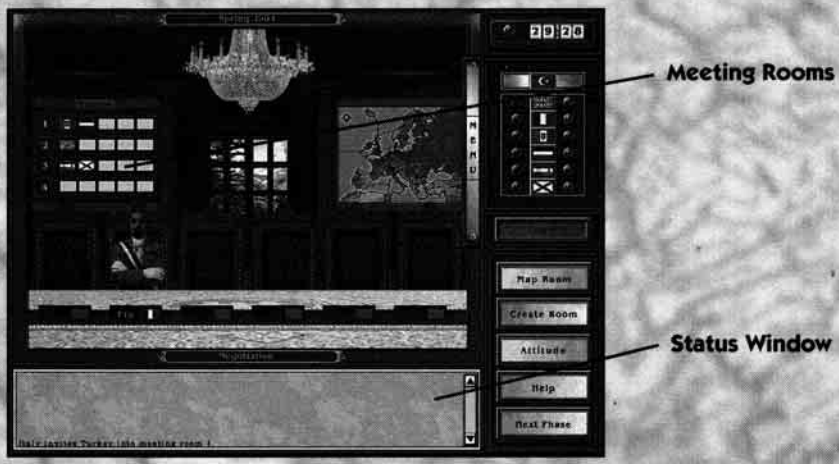
Conversations, deals, schemes and agreements among players will greatly affect the course of the game. During diplomatic negotiations, players either create or are invited to meeting rooms. These conversations usually consist of bargaining or joint military planning, but they can include exchanges of information, threats, spreading

of rumors and so on. Public announcements can be made in the assembly room as players see fit. These discussions do not bind a player to anything he or she may say. Deciding whom to trust as situations arise is an important part of the game.

Assembly Room

The assembly room is where you can negotiate deals with the other Great Powers. This room can be used for public announcements to any other players present, to view the current situation on the game map, to create a meeting room for private talks with the other players, and to change your attitude towards other players.

Public messages from any of the other Great Powers are displayed in the status window at the bottom. The upper left corner displays the four available meeting rooms and which Great Powers are presently occupying them.



Map Room	Displays a game map for plotting strategy
Create Room	Create a meeting room, if one is available, so you can negotiate with other players in privacy
Attitude	Set your current attitude towards the other players from Friendly to Neutral to Hostile. This will affect how your offers are worded to them and how your character will appear.
Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function

Next Phase	Advance the game to the next phase when the status window reports that all the other Great Powers are ready
Menu	Access the in-game menu bar (see **Chapter 13: Options**)

Meeting Room

In a meeting room, you can invite other players into the room, accept or decline offers from the other players, and create proposals to other players.

If you wish to chat privately with one or more players, create a meeting room by clicking on the Create Room button. Alternatively, the other players can invite you into their meeting rooms. A message will identify who is inviting you and which room he or she is in. Click on the room number to enter that room. You cannot enter another player's room uninvited.

Send	Send the message in the message area below the map
Cancel	Erase and do not send the message in the message area
Exit Room	Return to the Assembly Room
Offers	Displays the Offers dialog box where you can view offers made by the other Great Powers and then accept or decline the offers
Attitude	Set your current attitude towards the other players. This will affect how your offers are worded to them and how your character appears.

Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Next Phase	Advance the game to the next phase
Menu	Access the in-game menu bar (see **Chapter 13: Options**)

Inviting Other Players

If you created the room, the room will be empty except for yourself. To invite another player, click on the corresponding flag in the upper right-hand corner. If the invitation in the message area below the map is correct, click on the Send button. If you change your mind, click on the Cancel button. Within a short amount of time, the player you invited should appear at the left and confirm the invitation in the status window. You can invite up to five players into this room. Please note that there is no obligation for another country to accept your invitation.

Accepting a Proposal

If another Great Power offers a proposal to you, you will be notified by a chime and a message in the status window will state that an offer is pending. To accept or decline the proposal, click on the Offers button, click on the offer you wish to consider and then click on the Accept, Decline or Close button. Click the Close button if you do not want to answer the offer and thus give yourself more time to consider that offer or negotiate a different offer.

Creating a Proposal

To create a proposal, click the icons above the map to create a proposal. Once other players are present in your meeting room, create a proposal by defining who you want to be the object of the proposal, what action you wish to propose, and which player or space is the subject of the proposal.

1. Click on one or more of the portraits belonging to the other players, or click the All button at the bottom to offer this proposal to everyone.
2. Click on one of the negotiation icons (as described below).
3. Select a space or another player, depending on the syntax of the icon. Select a space by clicking on the map; select a player by clicking on the corresponding country's flag in the upper right corner.

Attack

The Attack icon proposes to one player to attack another player or specific space. Click on one or more player portraits, click on the Attack icon, and then click on either a space on the map or one of the flags.

Don't Attack

The Don't Attack icon proposes to one player to not attack another player or specific space. Click on one or more player portraits, click on the Don't Attack icon, then click on either a space on the map or one of the flags.

Ally

The Ally icon proposes to one player to ally with another player. Click on one or more player portraits, click on the Ally icon, and then click on one of the flags.

Don't Ally

The Don't Ally icon proposes to one player to not ally with another player. Click on one or more player portraits, click on the Don't Ally icon, and then click on one of the flags.

Move

The Move icon proposes to another player to move a unit to a specific space. Click on one of the player portraits, click on the Move icon, click on one of that player's units (in the spaces shaded with that Great Power's color) on the map, and then click on a destination space (shaded in purple) on the map.

Hold

The Hold icon proposes to another player to not move a unit. Click on one of the player portraits, click on the Hold icon, and then click on one of that player's units (in the spaces shaded with that Great Power's color) on the map.

Support Move

The Support Move icon proposes to another player to support a move by a unit. Click on one of the player portraits, click on the Support Move icon, click on any unit on the map within range of support (see "The Support Order" in **Chapter 6: Phase 2**) by the player who is the object, and then click on a destination space (shaded in purple) on the map.

Support Hold

The Support Hold icon proposes to another player to support a unit that is not moving. Click on one of the player portraits, click on the Support Hold icon, and then click on any unit on the map within range of support by the player who is the object.

Convoy

The Convoy icon proposes to another player to convoy a unit. Click on one of the player portraits, click on the Convoy icon, click on one of that player's Fleets (in the sea area shaded with that Great Power's color), click on the Army unit you want convoyed, and then click on a destination space (shaded in purple) on the map.

Bounce

The Bounce icon proposes to another player to move two units into the same area resulting in a bounce (see below). Click on one of the player portraits, click on the Bounce icon, click on one of that player's units (in the space shaded with that Great Power's color), click on any unit adjacent to the bounce space, and then click on the bounce space (shaded in purple).

Note that Bounce is a unique proposal used to convey the message that what is being offered is not a hostile move, even though the two countries' units are attempting to occupy the same space. The reason for this is to keep another player honest so that the units bouncing could not be used for other more nefarious purposes. For example, Russia and Turkey can agree to bounce in the Black Sea, which is valuable to both players. Thus both are denied access as sometimes it is better that the other player is denied a space if you can't have it yourself. If Russia decides to order Fleet Sevastopol to attack Rumania (instead of ordering it

to move into the Black Sea), Turkey would be unopposed and able to move in and hold the Black Sea.

Neutral Zone

The Neutral Zone icon proposes to another player to have no one move units to a space. Click on one of the player portraits, click on the Neutral Zone icon, and then click on one of the spaces on the map.

Hearsay

The Hearsay icon is a way to provide information about what you've heard to other players. This information can be true or a lie. To create a sentence, use the flags to the right. For example, if you want to inform Italy that Turkey is going to attack Austria, first click on the Hearsay icon, next click on the Turkey flag, then click the Attack icon and finally click on the Austrian flag. Anyone in this meeting room (Italy in this case) will then hear your rumor.

Map Room

Use this room to view the current position of each Great Power's units.

Click the Zoom button to toggle between a zoomed-out view and a zoomed-in view. The zoomed-out view displays the whole map. The zoomed-in view shows one-quarter of the map. Scroll this view either by right-clicking anywhere on the map and dragging the map or by moving your mouse cursor to the edge of the screen.

Zoom	Zooms in and out on the map
Assembly	Return to the assembly room
Attitude	Set your current attitude towards the other players. This will affect how your offers are worded to them and how your character will appear.
Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Next Phase	Advance the game to the next phase
Menu	Access the in-game menu bar (see **Chapter 13: Options**)

Chapter 6

Phase 2: Issue Orders

Each player issues orders for each of his or her units simultaneously. You will only be able to see your own orders during this phase.

Zoom	Zoom in and out on the map
View Agreements	Display a list of offers you agreed to in the Negotiation phase
Reset	Erase all movement orders

Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Next Phase	Advance the game to the next phase after you issue your orders
Menu	Access the in-game menu bar (see **Chapter 13: Options**)

Order Format

Issue orders by clicking on the unit to which you wish to give an order. The pop-up menu will list the legal orders that this unit can perform. Select an order from this pop-up menu. After an order is issued, review that unit's order in the status window to confirm. Since your units only do exactly what you order them to, it pays to double-check your orders.

Undoing an Order

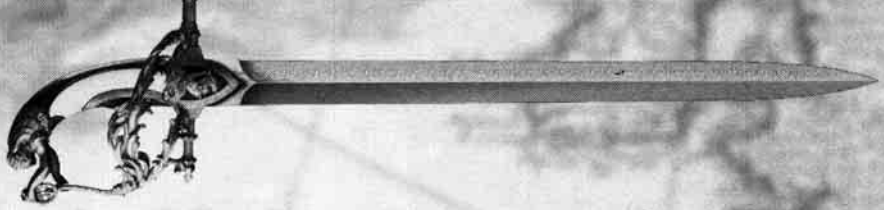
If you change your mind about what kind of order to issue a unit, simply issue a new one. If you issue a movement order but change your mind and do not wish the unit to do anything, simply issue a Hold order.

Scrolling the Map

Click the Zoom button to toggle between a zoomed-out view and a zoomed-in view. The zoomed-out view displays the whole map. The zoomed-in view shows one-quarter of the map. Scroll this view either by right-clicking anywhere on the map and dragging the map or by moving your mouse cursor to the edge of the screen.

Abbreviations

Refer to **Appendix: Abbreviations** for countries or spaces when reading the examples that follow. Since some spaces begin with the same three letters, those spaces have special abbreviations.



Types of Orders

On each turn, each Great Power can order all, some or none of its units to do one of the following:

- Hold
- Move
- Support
- Convoy

Note that only Fleets can be ordered to convoy.

The Hold Order

You can attempt to keep a unit in place by ordering it to "hold." Not giving a unit an order is interpreted as ordering it to hold. Additional information about hold orders is included in the following sections.

Issue a hold order by selecting Hold from the Orders pop-up menu. Once you select Hold, the order is completed.

Note: examples of hold orders that failed are underlined to show that the unit was not able to hold (or stay) in a space.

The Move Order

Throughout the game, you will order units to move to adjacent spaces, either occupied or unoccupied. If a unit moves to an occupied space, it is referred to as "attacking" and will be discussed in detail later.

Issue a move order by selecting Move from the Orders pop-up menu. All land and/or sea spaces that the unit can be moved to is then shaded in that Great Power's color. Simply click on the destination space.

Sometimes when issuing orders to an Army unit, the shaded areas extend beyond the spaces bordering the unit because the game map is displaying spaces that can be reached via convoy. If you order a unit to move via convoy, you must also issue a convoy order (see below) for each fleet that is part of the convoy chain. If part of the chain is made up of one or more Fleets belonging to one of the other Great Powers, make sure you have asked for their help during the Negotiation phase. Remember: the other players are under no obligation to honor the agreement, and you can be subject to a "stab" in the back!

Army Movement

You can order an Army to move into an adjacent inland or coastal space. Armies cannot be ordered to move into a water space. Since no two units can occupy the same space at the same time, an Army that is ordered to move to an adjacent space can end up not moving at all (because of the positions or orders of other units as explained in **Chapter 8: Phase 4**). Diagram 1 shows how an Army in Paris can move to Brest, Picardy, Burgundy or Gascony.

Diagram 1: Example of Army Movement

Fleet Movement

You can order a Fleet to move to an adjacent water space or coastal space. No two Fleets can occupy the same space at the same time. Fleets cannot be ordered to move to an inland province. Diagram 2 shows how a Fleet in the English Channel can move to the Irish Sea, Wales, London, Belgium, Picardy, Brest, the North Sea or the Mid-Atlantic.

Diagram 2: Example of Fleet Movement

When a Fleet is in a coastal province, its ships are considered to be at any point along the coast of that province. A Fleet in a coastal province can be ordered to move to an adjacent coastal province only if it is adjacent along the coastline (as if the Fleet was moving down the coast). In Diagram 3, for example, a Fleet in Rome can be ordered to move from Rome to Tuscany or to Naples (or to the Tyrrhenian Sea). But a Fleet in Rome cannot be ordered to move to Venice or Apulia because, although those spaces are adjacent along an inland boundary, they are not adjacent along the coastline.

Diagram 3: Example of Fleet Movement Along a Coast

Restricted Movement

Any location on the mapboard that is not labeled via the tool tip text cannot be occupied. Switzerland is impassable and cannot be occupied. With the exception of England, islands cannot be occupied.

Specific Movement Clarifications

The map has a few tricky areas. If a Fleet is ordered to move to Bulgaria, Spain or St. Petersburg and it is possible for the Fleet to move to either coast, a pop-up menu will appear asking you to specify which coast.

Standoffs

The following common situations involve forces of equal strength trying to occupy the same space at the same time. These situations are called standoffs. These rules apply even if different countries are involved. There are a few exceptions to these rules, which are described later.

Units of equal strength that try to occupy the same space will cause all those units to remain in their original spaces. If two or more unsupported units are ordered to the same space, none of them can move. (This is also true of equally supported units, which will be explained in the next section.)

In Diagram 4, if the German Army in Berlin is ordered to Silesia and the Russian Army in Warsaw is ordered to Silesia, neither unit will move and Silesia will remain vacant.

Diagram 4

Germany: A Ber-Sil

Russia: A War-Sil

Note: examples of move orders that failed are underlined to show that they were not successful. (The unit did not end up moving to the ordered space.)

A standoff does not dislodge a unit already in the space where the standoff took place. If two units (or forces of equal strength) attack the same space, thus standing each other off, a unit already in that space is not dislodged. In Diagram 4, if there had been a unit holding in Silesia, the results would be the same and the unit in Silesia would remain.

One unit not moving can stop a series of other units from moving. If a unit is ordered to hold or is prevented from moving, and other units are ordered into its space, those other units cannot move. (It's like a traffic backup!)

In Diagram 5, a Russian Army is in Prussia. The Russian player told Germany that he would move out of Prussia—but he lied and ordered the Army to hold instead. The German player ordered his Army from Berlin to Prussia and his Fleet from Kiel to Berlin. The result is that nothing moves.

Spring 1901
MENU
Standoff in Berlin.
Germany: Army Berlin No Support.
Germany: Fleet Kiel -> Berlin. (bounce) No Support.
Standoff in Prussia.
Russia: Army Prussia. No support.
Germany: Army Berlin -> Prussia. (bounce) No Support.
End of Orders

Diagram 5

Germany: F Kiel-Ber, A Ber-Pru

Russia: A Pru-Holds

Units cannot trade places without the use of a convoy. If two units are each ordered to the province that the other occupies, neither can move.

For example, in Diagram 6, neither unit would move. (There is a way around this through the use of convoys, explained later in Diagram 28.)

Diagram 6

Germany: F Ber-Pru, A Pru-Ber

Three or more units can rotate spaces during a turn provided that none directly trades places.

For example, in Diagram 7, all orders would succeed as no one unit directly traded places with another.

Diagram 7

England: A Hol-Bel, F Bel-Nth, F Nth-Hol

The Support Order

This is the most critical and complex section of the rules. The "support" and "cutting support" rules must be understood in order to understand the resolution of most orders.

Overview

Since all units have equal strength, one unit cannot attack and push another unit out of its space without help. That "help" is called support. If an attack is successful, the attacking unit moves into the defeated unit's space. The defeated unit is dislodged and must retreat or be disbanded. (Retreats are explained in **Chapter 8: Phase 4**.)

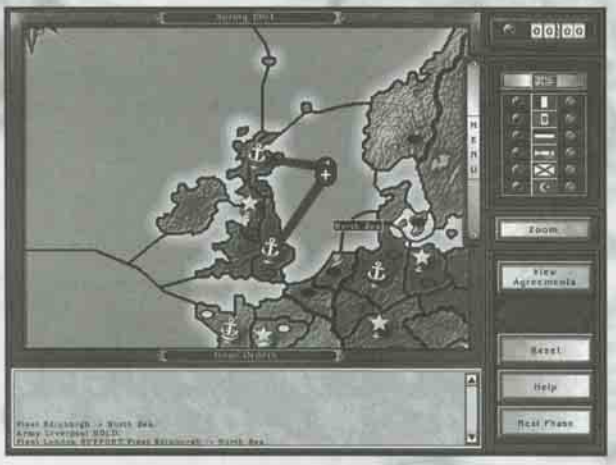
An Army or Fleet can provide support to another Army or Fleet. Support can be offensive (supporting an attacking move order) or defensive (supporting a hold, support or convoy order). By supporting each other, attacking or defending units gain increased strength. For example, a unit holding with two supports has the strength of

three: itself plus two supporters. Support can be provided to a fellow unit or to another Great Power's unit. Support can given without consent and cannot be refused! This causes some wonderfully unexpected moments in the game.

A unit moves with its own strength combined with all of its valid supports. Unless it is opposed by a unit that is equally or better supported, it will complete its move. One unit supporting another provides a combined strength of two and will therefore defeat and displace an opponent's unit that is unsupported. Likewise, a unit with two supporting units (strength of three) will defeat an opponent's unit with only one support (strength of two).

Issuing a Support Order

Issue a support order by selecting Support from the Orders pop-up menu. Next, click on the unit you wish to support. All land and/or sea spaces that this unit can support are shaded in that Great Power's color. Then click on the space that will receive your support. If you wish to support another unit's order to hold, support or convoy, then the second mouse click will be in the other unit's own space. If you want to support another unit's move, then the second mouse click will be in the other unit's destination space.



You can order one of your units to support another Great Power's unit, but you cannot order another player's unit to support your own unit. Support from another player is usually agreed upon during the Negotiation phase. As always, any agreement to give or receive support from another player is non-binding.

A unit gives up the chance to move on a turn in order to support another unit's order. The space to which a unit is providing support must be one to which the supporting

unit can legally move during that turn. Thus, an Army in Brest cannot support a Fleet in the English Channel because an Army cannot move into a water space. Likewise, a Fleet in Rome cannot support a unit's move to Venice because, although adjacent by land, the Fleet cannot move to Venice from Rome.

A Fleet that can move to a space with two separate coasts (a Fleet in the Mid-Atlantic, for example) can support another Army or Fleet into that space (in this case, Spain), without regard to separate coastlines. Unlike movement, support applies to the entire space (not just the coast).

Supporting a Unit

A unit ordered to move can only be supported by a support order that matches the move the unit is trying to make. For example, an Army in Bohemia is ordered to support an Army in Munich in its move to Silesia (A Boh S A Mun-Sil). However, the Army in Munich is ordered to move to Tyrolia instead (A Mun-Tyr). The support order fails because the move it is supporting is not the move that was ordered.

Simple Support

In Diagram 8, the French Army in Gascony supports the Army in Marseilles to Burgundy. The German Army in Burgundy will be dislodged.

Spring 1901
Burgundy
MENU
France: Army Gascony SUPPORT Army Marseilles -> Burgundy
Conflict in Burgundy. France Army Marseilles
France: Army Marseilles -> Burgundy. Support: 1 Unit
Germany: Army Burgundy. (dislodged) No Support
End of Orders.

Diagram 8

France: A Mar-Bur, A Gas S A Mar-Bur

Germany: A Bur- Holds

In Diagram 9, the German Army in Silesia is supported by the Fleet in the Baltic in pushing the Russian Army out of Prussia. Note that the German Army and Fleet are both adjacent to the target space (Prussia) but not to each other. A unit does not

have to be adjacent to the unit it is supporting. It must, however, be next to the space into which it is giving support and must be able to legally move there itself.

Spring 1901
Prussia
MENU
Germany: Fleet Baltic Sea SUPPORT Army Silesia -> Prussia.
Conflict in Prussia. Germany Army Silesia.
Germany: Army Silesia -> Prussia. Support: 1 Unit
Russia: Army Prussia. (dislodged) No Support
End of Orders

Diagram 9

Germany: A Sil-Pru, F Bal S A Sil-Pru

Russia: A Pru-Holds

Support in Standoffs

Diagrams 10 and 11 show two common standoff situations. In both cases, a strength of two meets a strength of two and all units stand in place. In Diagram 10, if there had been a Fleet in the Tyrrhenian, it would not be dislodged by the standoff. A standoff does not dislodge a unit already in the space where the standoff took place.

Spring 1901
Tyrrhenian Sea
MENU
Italy: Fleet Rome SUPPORT Fleet Naples -> Tyrrhenian Sea.
France: Fleet Western Mediterranean SUPPORT Fleet Gulf of Lyon -> Tyrrhenian Sea.
Standoff in Tyrrhenian Sea.
Italy: Fleet Naples -> Tyrrhenian Sea. (bounce) Support: 1 Unit
France: Fleet Gulf of Lyon -> Tyrrhenian Sea. (bounce) Support: 1 Unit
End of Orders

Diagram 10

France: F GoL-Tyn, F Wes S F GoL-Tyn

Italy: F Nap-Tyn, F Rom S F Nap-Tyn

Spring 1901
MENU
Tyrrhenian Sea
Italy: Fleet Rome SUPPORT Fleet Tyrrhenian Sea.
France: Fleet Western Mediterranean SUPPORT Fleet Gulf of Lyon -> Tyrrhenian Sea.
Standoff in Tyrrhenian Sea.
Italy: Fleet Tyrrhenian Sea. Support: 1 Unit
France: Fleet Gulf of Lyon -> Tyrrhenian Sea. (bounce) Support: 1 Unit
End of Orders.

Diagram 11

France: F GoL-Tyn, F Wes S F GoL-Tyn

Italy: F Tyn-Holds, F Rom S F Tyn-Holds

Dislodgment in Standoffs

A dislodged unit can still cause a standoff in a space different from the one that dislodged it. When two or more equally supported units are ordered to the same space, neither can move—even if one of them is dislodged from a space other than the one that is the target of the standoff during the same turn.

In Diagram 12, the Austrian attack successfully dislodges the Germany Army in Munich. That Army in Munich, however, still causes a standoff with the Russian Army trying to enter Silesia.

Spring 1901
MENU
Munich
Russia: Army Prussia SUPPORT Army Warsaw -> Silesia.
Austria-Hungary: Army Tyrolia SUPPORT Army Bohemia -> Munich.
Conflict in Munich. Austria-Hungary Army Bohemia.
Germany: Army Munich. (dislodged) Support: 1 Unit
Austria-Hungary: Army Bohemia -> Munich. Support: 1 Unit
Standoff in Silesia.
Russia: Army Warsaw -> Silesia. (bounce) Support: 1 Unit
Germany: Army Munich -> Silesia. (bounce) Support: 1 Unit

Diagram 12

Austria: A Boh-Mun, A Tyr S A Tyr-Mun

Germany: A Mun-Sil, A Ber S A-Mun-Sil

Russia: A War-Sil, A Pru S A War-Sil

A dislodged unit, even with support, has no effect on the space that dislodged it. If two units are ordered to the same space and one of them is dislodged by a unit coming from that space, the other attacking unit can move. This situation does not result in a standoff since the dislodged unit has no effect on the space that dislodged it.

In Diagram 13, the Russian Army in Rumania dislodges the Turkish Army in Bulgaria. That Turkish Army and the Russian Army in Sevastopol are both ordered to Rumania, which would normally cause a standoff. Because Rumania dislodged the Army in Bulgaria, however, it has no effect on Rumania at all. This allows the Sevastapol Army to enter Rumania. The Army in Bulgaria must retreat.

Spring 1901
MENU
BULGARIA
Russia: Army Serbia SUPPORT Army Rumania -> Bulgaria.
Russia: Army Sevastopol -> Rumania
Turkey: Army Bulgaria -> Rumania. (bounce)
Conflict in Bulgaria. Russia Army Rumania.
Turkey: Army Bulgaria. (dislodged) No Support
Russia: Army Rumania -> Bulgaria. Support: 1 Unit
End of Orders

Diagram 13

Turkey: A Bul-Rum

Russia: A Rum-Bul, A Ser S A Rum-Bul, A Sev-Rum

In Diagram 14, even though the Turkish unit has support, it fails to prevent the unsupported Russian move into Rumania because a unit coming from Rumania dislodged the Turkish unit.

In the previous two examples, if Russia had not ordered "A Sev-Rum," Rumania would have been vacant, but not as the result of a standoff. Since there was no standoff, the dislodged unit in Bulgaria is able to retreat to Rumania. Retreats are discussed more in **Chapter 8: Phase 4**.

Spring 1901
Bulgaria
Russia: Army Greece SUPPORT Army Rumania -> Bulgaria.
Russia: Army Serbia SUPPORT Army Rumania -> Bulgaria.
Russia: Army Sevastopol -> Rumania.
Turkey: Fleet Black Sea SUPPORT Army Bulgaria -> Rumania.
Turkey: Army Bulgaria -> Rumania (Bosnae).
Conflict in Bulgaria. Russia Army Rumania.
Turkey: Army Bulgaria (dislodged) Support: 1 Unit
Russia: Army Rumania -> Bulgaria. Support: 2 Units

Diagram 14

Turkey: A Bul-Rum, F Bla S A Bul-Rum

Russia: A Rum-Bul, A Gre S A Rum-Bul, A Ser S A Rum-Bul, A Sev-Rum

Self Dislodgment

Self dislodgment is tricky and is an exception to some of the above rules. A country cannot dislodge or support the dislodgment of one of its own units, even if that dislodgment is unexpected. This is one time when support is refused or negated when it would otherwise be legal. Such orders can be issued for other reasons, however, such as creating a standoff. Following are some examples to further explain this rule.

In Diagram 15, the French Army in Paris, supported by its Army in Marseilles, cannot dislodge it own Army in Burgundy.

Spring 1901
Burgundy
France: Army Marseilles SUPPORT Army Paris -> Burgundy.
Conflict in Burgundy. France Army Paris.
France: Army Paris -> Burgundy. (bounce) Support: 1 Unit
France: Army Burgundy. No Support.
End of Orders.

Diagram 15

France: A Par-Bur, A Mar S A Par-Bur, A Bur-Holds

In Diagram 16, the French Army in Paris, although supported by the German Army in Ruhr, cannot dislodge its own Army in Burgundy.

Spring 1901
Burgundy
Germany: Army Ruhr SUPPORT Army Paris -> Burgundy
Italy: Army Marseilles -> Burgundy. (bounce)
France: Army Burgundy -> Marseilles. (bounce)
Standoff in Burgundy.
France: Army Burgundy No Support.
France: Army Paris -> Burgundy. (bounce) Support: 1 Unit
End of Orders.

Diagram 16

France: A Par-Bur, A Bur-Mar

Germany: A Ruh S French A Par-Bur

Italy: A Mar-Bur

In Diagram 17, the German Army in Ruhr, supported by the French Army in Paris, cannot dislodge the French Army in Burgundy because France cannot legally support an attack against one of its own units. If Germany had supported its own attack (from Munich), however, then the French Army in Burgundy would be dislodged.

Spring 1901
Burgundy
France: Army Paris SUPPORT Army Ruhr -> Burgundy. (cut)
Standoff in Burgundy.
Germany: Army Ruhr -> Burgundy (bounce) No Support.
France: Army Burgundy No Support.
End of Orders.

Diagram 17

Germany: A Ruh-Bur, A Mun-Holds

France: A Par S German A Ruh-Bur, A Bur-Holds

In Diagram 18, since the German Army in Munich is in a standoff with the Austrian Army in Tyrolia, neither unit moves. German Armies in Ruhr and Silesia tried to create a standoff with each other in Munich. The Austrian Army in Bohemia, however,

sneakily gave support to the German unit from Silesia into Munich. In most cases, this supported attack from Silesia into Munich would beat the unsupported attack from Ruhr. But since this would result in Germany dislodging one of its own units, the move fails.

Spring 1901
Munich
Germany: Army Munich -> Tyrolia. (bounce)
Austria-Hungary: Army Bohemia SUPPORT Army Silesia -> Munich.
Austria-Hungary: Army Tyrolia -> Munich. (bounce)
Conflict in Munich. Germany Army Silesia.
Germany: Army Munich. No Support.
Germany: Army Silesia -> Munich. (bounce) Support: 1 Unit.
Germany: Army Ruhr -> Munich. (bounce) No Support.
End of Orders.

Diagram 18

Germany: A Mun-Tyr, A Ruh-Mun, A Sil-Mun

Austria: A Tyr-Mun, A Boh S German A Sil-Mun

The next example demonstrates a situation in which you might issue self-dislodgment orders to create a standoff. This is sometimes a good defensive move. In Diagram 19, England cannot dislodge its own unit, but its supported attack on Denmark is necessary to force a standoff against the supported Russian attack on the same space.

Spring 1901
Denmark
Russia: Fleet Baltic Sea SUPPORT Fleet Skagerrak -> Denmark.
Standoff in Denmark.
England: Fleet Denmark. No Support.
Russia: Fleet Skagerrak -> Denmark. (bounce) Support: 1 Unit
England: Fleet North Sea -> Denmark (bounce) Support: 1 Unit
Standoff in Kiel.
England: Fleet Denmark -> Kiel. (bounce) No Support.
Russia: Army Berlin -> Kiel (bounce) No Support.

Diagram 19

England: F Den-Kiel, F Nth-Den, F Hel S F Nth-Den

Russia: A Ber-Kiel, F Skag-Den, F Bal S F Skag-Den

Self Standoff

While a country cannot dislodge its own units, it can create standoffs by ordering two equally supported attacks on the same space. This is often done to maintain control of three spaces with two units. If one of the attacks has more support than the other, however, it will succeed.

In Diagram 20, the Austrian player is trying to control Serbia, Budapest and Vienna with two units, keeping Budapest vacant. However, the move "A Ser-Bud" succeeds because of unexpected Russian support. It would not succeed if an Austrian Army were already in Budapest, as it would be dislodging its own unit. The move succeeds whether the support is from a foreign unit (as illustrated) or from a unit of the same country.

Spring 1901
Budapest
MENU
Russia: Army Galicia SUPPORT Army Serbia -> Budapest
Conflict in Budapest. Austria-Hungary Army Serbia
Austria-Hungary: Army Vienna -> Budapest. (Bounce) No Support
Austria-Hungary: Army Serbia -> Budapest. Support: 1 Unit
End of Orders

Diagram 20

Austria: A Ser-Bud, A Vie-Bud

Russia: A Gal S Austrian A Ser-Bud

Cutting Support

Even though support cannot be refused, it can often be cut. This will cause the support order to fail and support will not be given.

Note: examples of support orders that failed are underlined to show that the support was cut, not to show that the supported unit's order failed.

Support is cut if the unit giving support is attacked from any space except the one where support is being given. The support is cut whether this attack on the supporting unit succeeds or not.

In Diagram 21, the support from the Army in Silesia is cut by an attack from Bohemia. Note that it was enough to attack the Army giving support to cut that support. It was not necessary to dislodge the supporting unit to cut that support.

Spring 1901
Warsaw
MENU
Germany: Army Silesia SUPPORT Army Prussia -> Warsaw. (cut)
Standoff in Silesia
Germany: Army Silesia No Support
Russia: Army Bohemia -> Silesia. (bounce) No Support
Standoff in Warsaw.
Russia: Army Warsaw No Support
Germany: Army Prussia -> Warsaw (bounce) No Support
End of Orders

Diagram 21

Germany: A Pru-War, A Sil S A Pru-War

Russia: A War Holds, A Boh-Sil

Support is cut if the unit giving support is dislodged. If a unit ordered to support another unit is dislodged by an attack from any space (including the space into which it is giving support), then the support is "cut." The unit that was to receive support does not receive it.

In Diagram 22, the German support is not cut by the attack from Warsaw because that is the space into which support is being given. In order for the support to be cut, the Army in Warsaw would have to dislodge the Army in Silesia, not merely attack it.

A unit being dislodged by one space can still cut support in another. Just as a unit being dislodged by one space can still cause a standoff in another, a unit still manages to cut support even if it is dislodged. Just make sure that the dislodgment is not coming from the space where the unit is giving support. (Remember this rule: A dislodged unit, even with support, has no effect on the space that dislodged it.)

Spring 1901
Warsaw
MENU
Germany: Army Silesia SUPPORT Army Prussia -> Warsaw.
Conflict in Warsaw. Germany Army Prussia.
Russia: Army Warsaw (dislodged): No Support.
Germany: Army Prussia -> Warsaw. Support: 1 Unit
End of Orders.

Diagram 22

Germany: A Pru-War, A Sil S A Pru-War

Russia: A War-Sil

In Diagram 23, the Russian Army coming from Prussia dislodges the German Army in Silesia. The support of the Silesian Army is thus cut, and the German Army in Berlin stands off the Russian Fleet in the Baltic.

Spring 1901
Silesia
MENU
Germany: Army Silesia SUPPORT Army Berlin -> Prussia. (not, dislodged)
Russia: Army Warsaw SUPPORT Army Prussia -> Silesia.
Conflict in Prussia. Germany Army Berlin.
Germany: Army Berlin -> Prussia. Support: 1 Unit
Russia: Fleet Baltic Sea -> Prussia. (bounce) No Support
Conflict in Silesia. Russia Army Prussia.
Germany: Army Silesia (dislodged) No Support.
Russia: Army Prussia -> Silesia. Support: 1 Unit

Diagram 23

Germany: A Ber-Pru, A Sil S A Ber-Pru

Russia: A Pru-Sil, A War S A Pru-Sil, F Bal-Pru

In Diagram 24, even though the German Army in Munich is dislodged by a Russian attack, it is still able to cut the support of the Russian Army in Silesia. This prevents the Russian Army in Prussia from entering Berlin.

Spring 1901
MENU
Silesia
Russia: Army Silesia SUPPORT Army Prussia -> Berlin. (cut)
Russia: Army Tyrolia SUPPORT Army Bohemia -> Munich
Standoff in Berlin.
Russia: Army Prussia -> Berlin. (bounce) No Support.
Germany: Army Berlin. No Support.
Conflict in Munich. Russia Army Bohemia.
Germany: Army Munich. (dislodged) No Support.
Russia: Army Bohemia -> Munich. Support: 1 Unit

Diagram 24

Germany: A Ber Holds, A Mun-Sil

Russia: A Pru-Ber, A Sil S A Pru-Ber, A Boh-Mun, A Tyr S A Boh-Mun

An attack by a country on one of its own units does not cut support. This rule is in the same spirit as the Self-Dislodgment rules. A country cannot dislodge one of its own units nor can it cut its own support.

The Convoy Order

Convoying an Army Across One Water Space

One Fleet in a water space (not a coastal province) can convoy an Army from any coastal province adjacent to that water space to any other coastal province adjacent to that water space. To do this, the Army must be ordered to move to the intended space and the Fleet must be ordered to convoy it. A Fleet cannot convoy a Fleet.

Issue a convoy order by selecting Convoy from the Orders menu and clicking on the Army you wish to convoy. All land and/or sea spaces in the convoy chain will be shaded in that Great Power's color. Then click on the destination space.

In Diagram 25, the Fleet in the North Sea convoys the Army in London to Norway.

Diagram 25

England: A Lon-Nwy, F Nth C A Lon-Nwy

You can order one of your units to convoy another Great Power's unit, but you cannot order another player's unit to convoy your own unit. Convoy assistance from another player is usually agreed upon during the Negotiation phase. Remember that any agreement to provide or receive convoy assistance from another player is non-binding.

A Fleet cannot convoy more than one Army during the same turn. Just as with support orders, the convoy order must match the move order given by the Army being convoyed. For example, if the Army in Rumania is ordered to Armenia (A Rum-Arm) and the convoy order is issued to take it to Ankara (F Bla C A Rum-Ank), then the convoy would fail and the Army would remain in Rumania.

Note that fleets in any coastal province (including Constantinople, Denmark and Kiel) cannot convoy.

"Support" Cannot Be Convoyed

Only Armies can be convoyed. "Support" cannot be transported from one Army via a convoy to another unit.

Convoying an Army Across Several Water Spaces

If Fleets occupy adjacent water spaces, an Army can be convoyed through all these water spaces on one turn, landing in a coastal province adjacent to the final Fleet in the chain.

In Diagram 26, the English Army from London goes to Tunis on a single move, with help from the French player.

Spring 1901
Execute Orders
Tunis
England: Fleet English Channel CONVOY London -> Tunis.
England: Fleet Mid Atlantic Ocean CONVOY London -> Tunis.
England: Army London -> Tunis.
France: Fleet Western Mediterranean CONVOY London -> Tunis.
End of Orders.

Diagram 26

England: A Lon-Tun, F Eng C A Lon-Tun, F Mid C A Lon-Tun

France: F Wes C English A Lon-Tun

Disrupting a Convoy

If a Fleet ordered to convoy is dislodged during the turn, the Army to be convoyed remains in its original province. An attack on a convoying Fleet that does not dislodge it does not affect the convoy.

A convoy that causes the convoyed Army to standoff at its destination results in that Army remaining in its original province. If a convoyed Army arrives at its destination province and is unable to stay there because of a standoff with another unit(s), then that convoyed Army must remain in its original coastal province. (It could still be forced out of its original province by a successful attack there.) An Army can be supported into its destination province to help avoid a standoff.

Note: examples of convoy orders that failed are underlined to show that the underlined Fleet was dislodged. Other Fleets in a convoy chain will not be underlined.

In Diagram 27, since the Fleet in the Tyrrhenian is dislodged, the French Army does not move from Spain to Naples.

Spring 1901
Tyrrhenian Sea
Italy: Fleet Tunis SUPPORT Fleet Ionian Sea -> Tyrrhenian Sea.
France: Fleet Gulf of Lyon CONVOY Spain -> Naples.
France: Fleet Tyrrhenian Sea CONVOY Spain -> Naples. (dislodged)
France: Army Spain -> Naples. (bounce, convoy disrupted)
Conflict in Tyrrhenian Sea. Italy Fleet Ionian Sea.
France: Fleet Tyrrhenian Sea. (dislodged) No Support.
Italy: Fleet Ionian Sea -> Tyrrhenian Sea. Support: 1 Unit
End of Orders

Diagram 27

France: A Spa-Nap, F GoL C A Spa-Nap, F Tyn C A Spa-Nap

Italy: F Ion-Tyn, F Tun S F Ion-Tyn

Exchanging Places via a Convoy

Two units can exchange places if either or both are convoyed. This is the exception to the earlier rule that stated "Units cannot trade places without the use of a convoy."

In Diagram 28, all moves succeed.

Spring 1901
Belgium
England: Fleet North Sea CONVOY London -> Belgium.
England: Army London -> Belgium.
France: Fleet English Channel CONVOY Belgium -> London.
France: Army Belgium -> London.
End of Orders

Diagram 28

England: A Lon-Bel, F Nth C A Lon-Bel

France: A Bel-Lon, F Eng C A Bel-Lon

The Unwanted Convoy

A legal convoy order cannot be refused even if unexpected or unwanted. Just as a unit can support another player's unit without permission, a player can convoy another player's Army without permission. Following is an example that combines the exchange rule (described earlier) with this rule.

A German unit in Belgium planned to stand off the Army in Picardy by ordering a move into Picardy. Germany's plans were thwarted, however, by the French orders. Since the German unit cannot refuse to be convoyed, it was convoyed by France into Picardy. (If the German Army in Belgium had been ordered to hold, it would not have been convoyed because the French convoy order would not have matched the order given by Germany.)

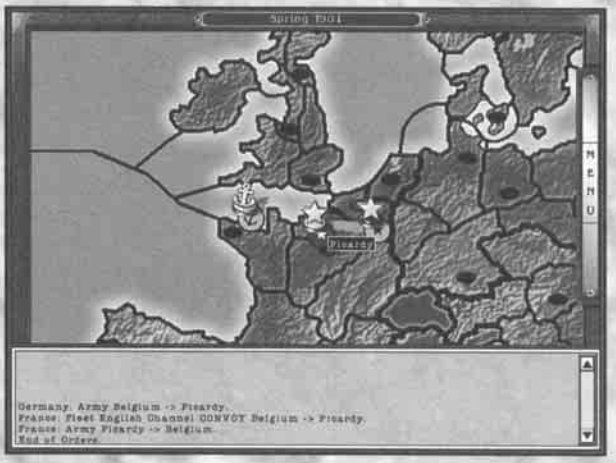


Diagram 29

France: A Pic-Bel, F Eng C German A Bel-Pic

Germany: A Bel-Pic

More Than One Convoy Route

An Army convoyed using alternate convoy orders reaches its destination as long as at least one convoy route remains open. Orders can be issued to permit more than one route for convoying an Army from its origin to its destination. The Army is not prevented from moving unless all routes in the order are disrupted.

In Diagram 30, the Army in London has two convoy routes. Since only one was disrupted, the English Army lands in Belgium.

Spring 1901
MENU
English Channel
England: Fleet English Channel CONVOY London -> Belgium. (dislodged)
England: Fleet North Sea CONVOY London -> Belgium.
England: Army London -> Belgium.
France: Fleet Irish Sea SUPPORT Fleet Brest -> English Channel.
Conflict in English Channel. France Fleet Brest.
England: Fleet English Channel. (dislodged) No Support.
France: Fleet Brest -> English Channel. Support: 1 Unit
End of Orders.

Diagram 30

England: A Lon-Bel, F Eng-C A Lon-Bel, F Nth C A Lon-Bel

France: F Bre-Eng, F Iri S F Bre-Eng

A Convoyed Attack Does Not Cut Certain Supports

A convoyed Army does not cut the support of a unit supporting an attack against one of the Fleets necessary for the Army to convoy. This is a tricky and rare situation, but without this rule (using Diagram 31 as an example) a paradox can occur.

In the orders shown below, France could argue that its Army cut the support of the Fleet in Naples, thus protecting the convoying Fleet from dislodgment. (France could state the rule "Support is cut if the unit giving support is attacked from any space but the one where support is being given."). Italy could argue that dislodgment of the Fleet disrupted the convoy so that the Army could not arrive in Naples to cut that support. (Italy could state the rule "Dislodgment of a fleet in a convoy causes the convoy to fail."). Since both rules are contradictory in examples like this, the above new rule takes precedence. Therefore, the convoy is blocked and support is not cut.

Spring 1901
Italy: Fleet Naples SUPPORT Fleet Ionian Sea -> Tyrrhenian Sea.
France: Fleet Tyrrhenian Sea CONVOY Tunis -> Naples (dislodged)
France: Army Tunis -> Naples (bounce, convoy disrupted)
Conflict in Tyrrhenian Sea. Italy Fleet Ionian Sea.
France: Fleet Tyrrhenian Sea (dislodged) No Support.
Italy: Fleet Ionian Sea -> Tyrrhenian Sea. Support: 1 Unit.
End of Orders
MENU
Tyrrhenian Sea
Execute Orders

Diagram 31

France: A Tun-Nap, F Tyn C A Tun-Nap

Italy: F Ion-Tyn, F Nap S F Ion-Tyn

A Few More Tricky Situations

Following are two complicated examples that involve the Alternate Convoy rule and the Convoyed Attack rule. Although these situations are rare and do not come up in most games, here are the rules in case these issues do arise.

An Army with at least one successful convoy route will cut the support given by a unit in the destination space that is trying to support an attack on a Fleet in an alternate route of that convoy. As long as there is one successful convoy route, the landing Army does cut any support given by a unit in the destination space. (Remember the rule: "Support is cut if the unit giving support is attacked from any space but the one where support is being given."). In Diagram 32, France issued orders that would take its Army to Naples by either of two routes. The move from Tunis fails (because of a standoff with the Fleet in Naples), but it cuts the support of that Fleet because that Fleet is not cutting the successful convoy that came via the Ionian. Therefore, the Fleet in Rome stands off with the Fleet in the Tyrrhenian Sea.

Spring 1901
Italy: Fleet Naples SUPPORT Fleet Rome -> Tyrrhenian Sea.
France: Fleet Ionian Sea CONVOY Tunis -> Naples.
France: Fleet Tyrrhenian Sea CONVOY Tunis -> Naples. (dislodged)
Standoff in Naples.
France: Army Tunis -> Naples. (bounce) No Support.
Italy: Fleet Naples. No Support.
Conflict in Tyrrhenian Sea. Italy Fleet Rome.
France: Fleet Tyrrhenian Sea. No Support.
MENU
Tyrrhenian Sea
Execute Orders

Diagram 32

France: A Tun-Nap, F Tyn C A Tun-Nap, F Ion C A Tun-Nap

Italy: F Rom-Tyn, F Nap S F Rom-Tyn

In Diagram 33, the Fleet in Naples is dislodged by the combined strength of the Army being convoyed from Tunis and the Army in Apulia. Since the Army coming from Tunis can get to Naples via the Ionian, the Fleet in Naples was not supporting an attack against the Fleet that ultimately convoyed the Army, so its support was cut.

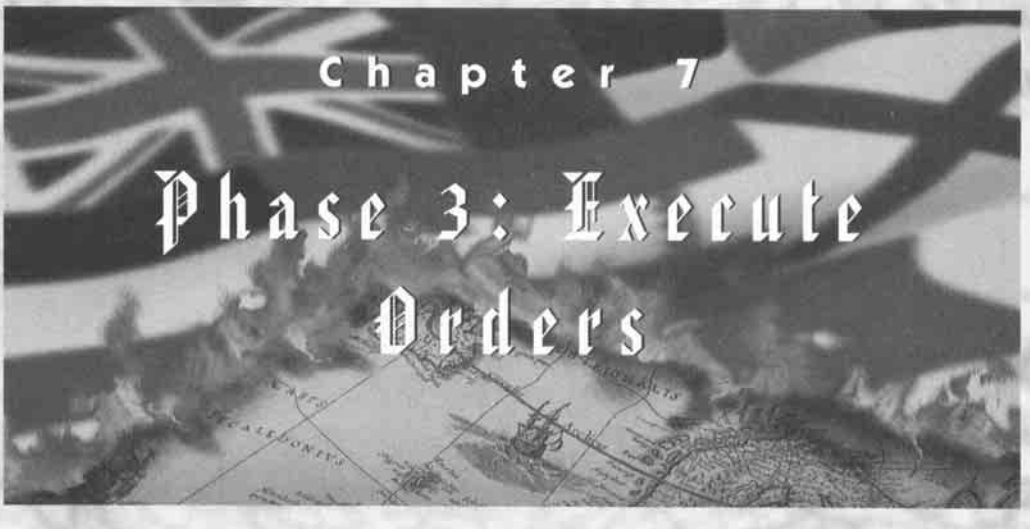
Note that if the Italian orders had been reversed, then the Fleet in the Tyrrhenian Sea would be dislodged and the Fleet in Naples would move to the Tyrrhenian Sea.

Spring 1901
Italy: Fleet Naples SUPPORT Fleet Rome -> Tyrrhenian Sea. (cut, dislodged)
France: Army Apulia SUPPORT Army Tunis -> Naples.
France: Fleet Ionian Sea CONVOY Tunis -> Naples.
France: Fleet Tyrrhenian Sea CONVOY Tunis -> Naples. (dislodged)
Conflict in Naples. France Army Tunis.
France: Army Tunis -> Naples. Support: 1 Unit
Italy: Fleet Naples. (dislodged) No Support.
Conflict in Tyrrhenian Sea. Italy Fleet Rome.
MENU
Apulia
Execute Orders

Diagram 33

France: A Tun-Nap, F Tyn C A Tun-Nap, F Ion C A Tun-Nap, A Apu S A Tun-Nap

Italy: F Rom-Tyn, F Nap S F Rom-Tyn

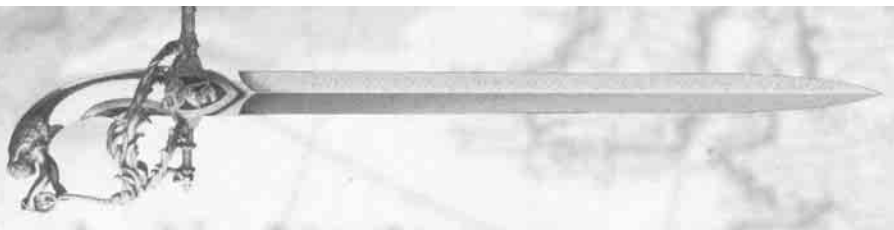


Chapter 7

Phase 3: Execute Orders

After all orders have been issued, the game will resolve the orders simultaneously based on the rules for movement, support, and convoy as stated above. Resolution will result in successful moves, failed moves, standoffs, retreats and disbands. The units on the board are moved and, if any conflicts arise, will be removed as described in the next phase of play.

Each successful order is graphically represented on the map, and a report appears in the status window. Unsuccessful orders are reported only in the status window along with the reason for their failure.



Zoom	Zoom in and out on the map
Resolve	Immediately move all units not in conflict to their final positions
Reset	Reset all units to their positions before the moves. After you click the Reset button, you can view the other Great Powers' moves by clicking on the corresponding flag.
Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Next Phase	Advance the game to the next phase when the status window displays "End of Orders"
Menu	Access the in-game menu bar (see **Chapter 13: Options**)

Chapter 8

Phase 4: Resolve Conflicts

After all orders have been resolved, any dislodged (defeated) units make their retreat. No diplomacy or discussion takes place prior to issuing retreat orders—all countries are on their own. In the single-player game, this phase is automatically bypassed if none of your units are in conflict.

Units that need to be retreated will be shaded in that Great Power's color. Click on the unit to bring up a pop-up menu with the valid conflict resolution options.

Zoom	Zoom in and out on the map
Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Next Phase	Advance the game to the next phase
Menu	Access the in-game menu bar (see **Chapter 13: Options**)

Issuing a Retreat Order

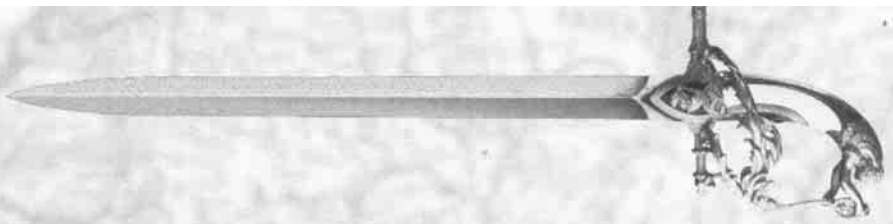
Select Retreat from the Conflict Resolution pop-up menu to issue a retreat order, and all spaces to which the unit can legally retreat will be shaded in that Great Power's color. Click on a shaded space to issue the retreat order.

A dislodged unit may be ordered to disband or else to retreat to an adjacent space that it could ordinarily move to if unopposed by other units. Sometimes a retreat is made deeper into enemy territory.

A unit cannot retreat to:

- a space that is occupied
- the space from which its attacker came
- a space that was left vacant by a standoff during the same turn

If no space is available to which to retreat, the dislodged unit is automatically disbanded and removed from the mapboard. Retreats cannot be convoyed or supported.



Issuing a Disband Order

If you wish to disband a unit, select Disband from the Conflict Resolution pop-up menu to issue that order. That unit will be disbanded and removed from the mapboard.

Changing a Retreat or Disband Order

If you issue a Conflict Resolution order to a unit and you change your mind, simply click on the unit and issue a new order.

Disband

If two or more units are ordered to retreat to the same space, they all must be disbanded. If a player fails to order a retreat when necessary, the unit is disbanded. A unit can always voluntarily disband instead of retreating.

Controlling Supply Centers

A country controls a supply center when one of its units occupies that supply center space at the end of a Fall Turn.

Once a country gains control of a supply center, it can leave the center vacant and still keep control of it, as long as that center is not occupied by another country at the close of a Fall Turn. A unit that moves into a supply center during a Spring Turn and moves out of it during the Fall of the same year does not affect the ownership of the supply center. In short, a country retains control of a supply center as long as, at the end of each Fall Turn (including retreats), the supply center is either vacant or is occupied by one of its own units.

Zoom	Zoom in and out on the map
Reset	Erase all build or disband orders
Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Next Phase	Advance the game to the next phase after you adjust strengths
Menu	Access the in-game menu bar (see **Chapter 13: Options**)

Adjusting the Number of Units

At the end of each Fall Turn, players adjust their units to match the number of supply centers they control. This can result in some units being disbanded (if the player has lost supply centers that year) or in some units being built (if the player has gained supply centers that year). A summary of how many units each Great Power has lost or needs to build is shown in the status window.

As with retreats, gaining and losing units are issued without discussion or diplomacy of any kind.

Building

If a country has more supply centers than units, it can place new units in each unoccupied supply center of its home country that it still controls. It cannot build units in supply centers that it has taken control of during the course of the game.

For example, the French player can only build a unit in Paris, Brest and Marseilles throughout the course of the game. However, if Marseilles was under Italy's control and the French player had a unit in Brest, he or she can only build in Paris, no matter how many builds France was entitled to on that turn. If the French player vacated Brest and regained control of Marseilles, he or she would be allowed to build there after another Fall Turn (provided he or she was still entitled to build on that turn).

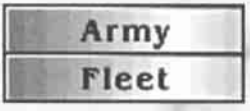
Additional Building Rules

- Only an Army unit can be built on an inland province supply center.
- Fleet or Army units can be built in coastal provinces.
- If your country's home supply centers are all occupied by your own (or other players') units, then you cannot build during the current Fall Turn. Remember to leave some home supply centers open if you intend to build new units in the Fall.
- If your country has lost all of its home supply centers, you can still fight with the units (supplied by other centers) remaining under your control. In this case, you cannot build new units until you recapture a home supply center and control it at the close of a subsequent Fall Turn during which it is unoccupied.
- A country can decline to build a unit to which it is entitled for whatever reason (usually a diplomatic one).

Disbanding

If a country has fewer centers than units, it must disband the excess number of units (the owner decides which units).

Issuing a Build Order



Provinces that are eligible for builds are shaded in that Great Power's color. Click on the province to bring up the Build pop-up menu. Select Army from the Build menu to issue an Army build order for the province or select Fleet to issue a Fleet build

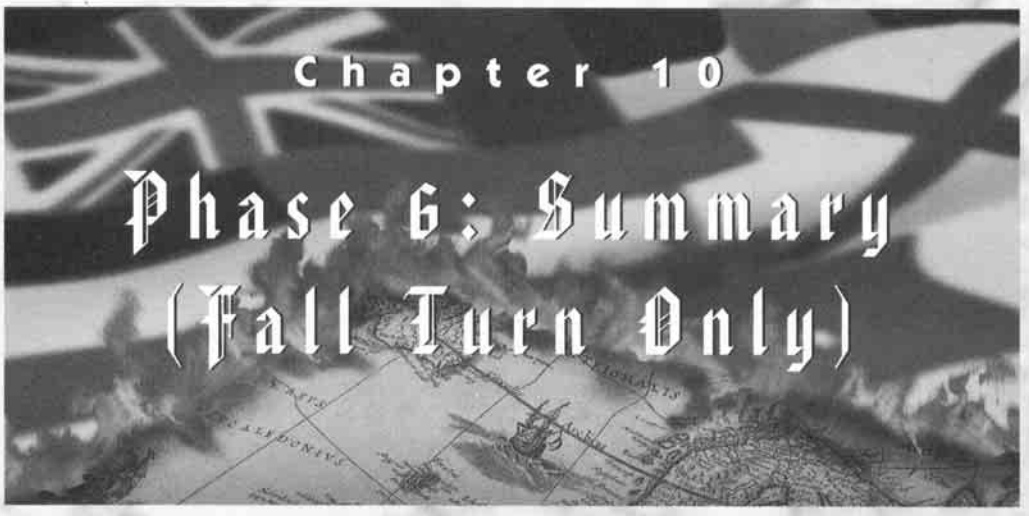
order. If a Fleet is being built in a bi-coastal province, you will need to specify which coast the unit should be built on.

Issuing a Disband Order

All spaces that contain units eligible for a disband order are shaded in that Great Power's color. Click on the space to bring up a pop-up menu. Select Disband from the menu to issue a disband order for the unit in that space.

Changing a Build or Disband Order

Click on a space with a current build or disband order to bring up a pop-up menu. Select Disband from the menu to undo the build or disband order for that unit.

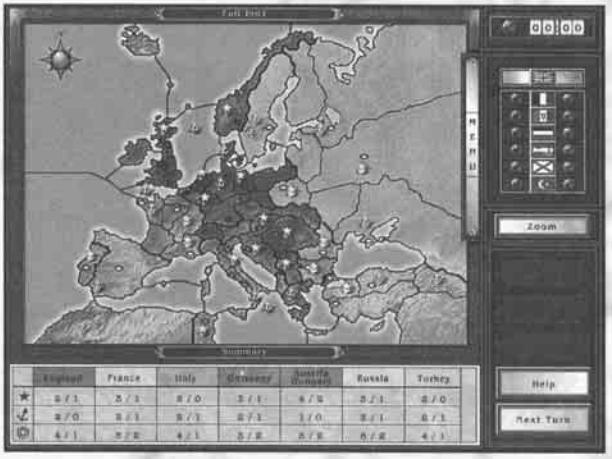


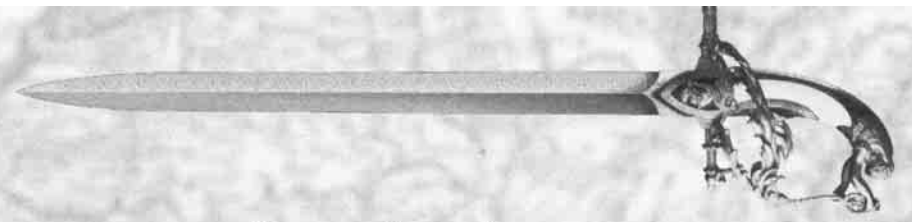
Chapter 10

Phase 6: Summary (Fall Turn Only)

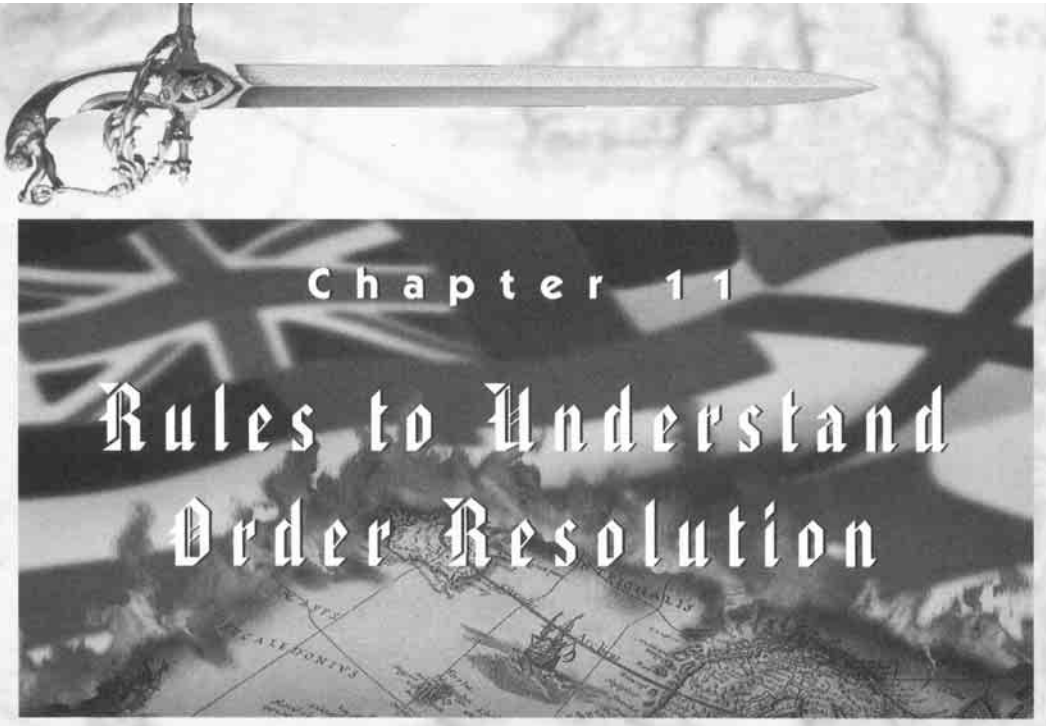
After the build phase of a Fall Turn, a summary of unit and supply center gains and losses are displayed in the status window. The Great Powers are listed across the top, and the number of Armies, Fleets and Supply Centers each country owns are listed underneath.

The numerical display for each category shows two numbers: how many total Armies, Fleets and Supply Centers each country has followed by how many Armies, Fleets and Supply Centers each country has gained or lost this turn. A negative number means a loss.





Zoom	Zoom in and out on the map
Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Next Turn	Advance the game to the next turn
Menu	Access the in-game menu bar (see **Chapter 13: Options**)

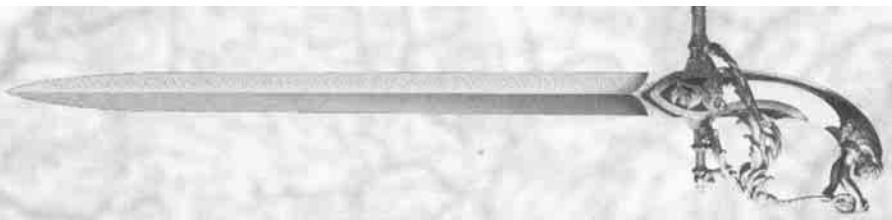


Chapter 11

Rules to Understand Order Resolution

Following is a handy list of rules needed to understand order resolution and gameplay issues. Remember: orders are considered to be resolved simultaneously.

1. All units have the same strength.
2. There can only be one unit in a space at a time.
3. Equal strength units trying to occupy the same space cause all those units to remain in their original spaces.
4. A standoff does not dislodge a unit already in the space where the standoff took place.
5. One unit not moving can stop a series of other units from moving.
6. Units cannot trade places without the use of a convoy.
7. Three or more units can rotate spaces during a turn provided none directly trades places.
8. A unit not ordered to move can be supported by a support order.
9. A unit ordered to move can only be supported by a support order that matches the move the unit is trying to make.
10. A dislodged unit can still cause a standoff in a space different from the one that dislodged it.
11. A dislodged unit, even with support, has no effect on the space that dislodged it.
12. A country cannot dislodge or support the dislodgment of one of its own units, even if that dislodgment is unexpected.



13. Support is cut if the unit giving support is attacked from any space except the one where support is being given.
14. Support is cut if the supporting unit is dislodged.
15. A unit being dislodged by one province can still cut support in another.
16. An attack by a country on one of its own units does not cut support.
17. A dislodgment of a Fleet necessary to a convoy causes that convoy to fail.
18. A convoy that causes the convoyed Army to stand off at its destination results in that Army remaining in its original province.
19. Two units can exchange places if either or both are convoyed. (This is the exception to rule #6.)
20. A legal convoy order cannot be refused, even if unexpected or unwanted.
21. An Army convoyed using alternate convoy orders reaches its destination as long as at least one convoy route remains open.
22. A convoyed Army does not cut the support of a unit supporting an attack against one of the Fleets necessary for the Army to convoy. (This supersedes rule #13.)
23. An Army with at least one successful convoy route will cut the support given by a unit in the destination province that is supporting an attack on a Fleet in an alternate route in that convoy. (This supersedes rule #22.)

Chapter 12
Multiplayer

Multiplayer games are games with more than one human player. *Diplomacy* supports up to seven human players. If there are fewer than seven humans, however, any missing player-countries can be set to Civil Disorder or the AI can take over control.

Since there are only a few differences between the way multiplayer and single-player *Diplomacy* games are played, this chapter only describes the differences.

Hot Seat

A hot seat game is one in which all the human players use the same computer to play. A hot seat game is close to the original face-to-face *Diplomacy* boardgame. Click the Hot Seat button at the Main Menu to start a hot seat game.

Hot Seat Setup

The Hot Seat Setup menu functions identically to the Single Player Setup menu, except that all countries can be set to human players, instead of just one.

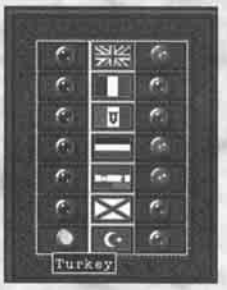
Negotiation Phase

The Hot Seat Negotiation phase does not have an assembly room or separate meeting rooms. The Hot Seat Negotiation phase closely resembles the boardgame

version. Players can just split off and discuss proposals in private. In time-honored fashion, watch out for people eavesdropping on your plans!

Issue Orders Phase

The Issue Orders phase functions identically to the single-player Issue Orders phase, except that orders are issued one player at a time. First, you must identify yourself to the game as the current country issuing orders by clicking on your country's flag in the upper right-hand corner. You will receive visual confirmation when the green light by your country's flag illuminates.



At this point, issue orders exactly as you would do in the single-player Issue Orders phase. When you are done, click on the Next Player button. This erases your orders from the screen (so no one will see them) and illuminates the red light by your country's flag (which means that your orders are in and locked). You can change your orders as long as you are not the last person to issue orders.

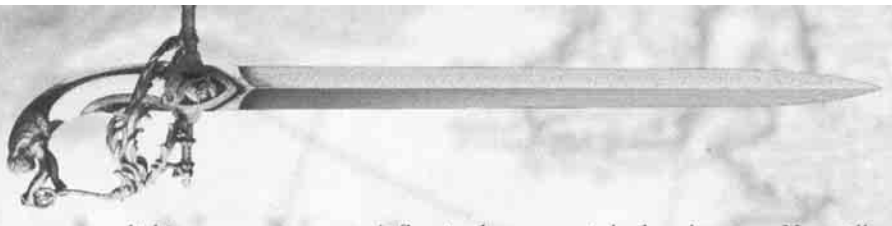
Once the last player (all other red lights are lit) enters his or her orders, the game automatically continues to the next phase (Execute Orders). Alternatively, you can force the game to go to the next phase before all orders are in by clicking the Next Phase button. Don't worry if someone accidentally clicks on the Next Phase button before all orders are issued as the game will prompt you for confirmation.

Execute Orders Phase

The Execute Orders phase functions identically to the single-player Execute Orders phase in every way.

Resolve Conflicts Phase

The Resolve Conflicts phase functions identically to the single-player Resolve Conflicts phase except that retreat or disband orders are issued one player at a time. First, you must identify yourself to the game as the current country issuing orders by



clicking on your country's flag in the upper right-hand corner. You will receive visual confirmation when the green light by your country's flag illuminates.

At this point, you issue orders exactly as you would do in the single-player Resolve Conflicts phase. When you are done, click on the Next Player button. This erases your orders from the screen (so no one will see them) and illuminates the red light by your country's flag (which means that your orders are in and locked). Be careful: once you click on the Next Player button, you cannot go back and change your orders—but then again, no one else can go behind your back and change them either.

If a player does not need to issue Resolve Conflicts orders, the red light next to his or her flag will be lit.

Once the last player (all other red lights are lit) enters his or her orders, the game automatically continues to the next phase. Alternatively, you can force the game to go to the next phase before all orders are in. Click the Next Phase button to force the game to continue to the Fall Negotiation phase (if it is a Spring Turn) or the Adjust Strengths phase (if it is a Fall Turn). Don't worry if someone accidentally clicks on the Next Phase button before all conflicts are resolved as the game will prompt you for confirmation.

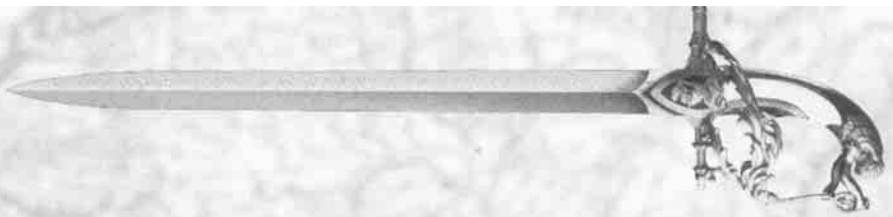
Adjust Strengths Phase (Fall Turn Only)

The Adjust Strengths phase functions identically to the single-player Adjust Strengths phase except that build or disband orders are issued one player at a time. First, you must identify yourself to the game as the current country issuing orders by clicking on your country's flag in the upper right-hand corner. You will receive visual confirmation when the green light by your country's flag illuminates.

At this point, you issue orders exactly as you would do in the single-player Adjust Strengths phase. When you are done, click on the Next Player button. This erases your orders from the screen (so no one will see them) and illuminates the red light by your country's flag (which means that your orders are in and locked). Be careful: once you click on the Next Player button, you cannot go back and change your orders—but then again, no one else can go behind your back and change them either.

If a player does not need to adjust strengths, the red light next to his or her flag will be lit.

Once the last player (all other red lights are lit) enters his or her orders, the game automatically continues to the next phase (Spring Negotiation). Alternatively, you can force the game to go to the next phase before all orders are in by clicking the Next Phase button. Don't worry if someone accidentally clicks on the Next Phase button as the game will prompt you for confirmation.



Summary Phase (Fall Turn Only)

The Summary phase functions identically to the single-player Summary phase in every way.

IPX and TCP/IP

Diplomacy supports both IPX and TCP/IP communications protocols for real-time multiplayer games in which players use their own separate computers. This is the ultimate way to play *Diplomacy*.

IPX games are typically played on a LAN (Local Area Network), such as you would find in a school. TCP/IP games are typically played over the Internet.

Click the Multiplayer button at the Main Menu to start an IPX or TCP/IP multiplayer game.

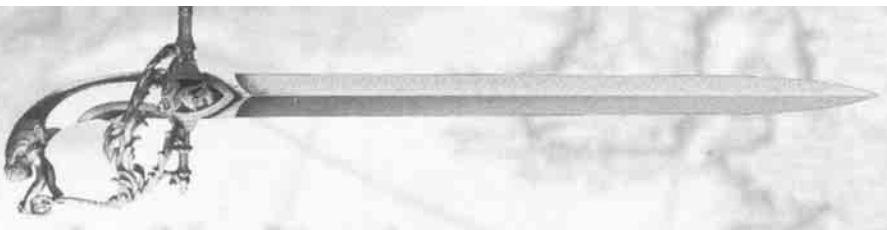
The main difference in starting a networked versus a single-player game is connecting to the other players. Networked games require one player to host the game and the other players to join the game as clients.

IPX Host Connection

Follow these steps to create an IPX multiplayer game in which your computer is the host:

1. At the Multiplayer Connect screen, enter your name.
2. Click the Protocol button to go to the Protocol screen.
3. Click the IPX button.
4. Click the Done button to return to the Multiplayer Connect screen.
5. Click the Create button to make your computer the host for this session. This will also take you to the Create Game screen.
6. Enter a name that will identify your game to others who wish to join. (More than one IPX game can be played on the same LAN at the same time.)
7. Click the New Game button to continue to the Multiplayer Setup screen.
8. Wait for the other players to join your game. The names of any players joining are displayed in the lower right window.
9. You can chat with other players by simply typing your message. Send your message by pressing the Enter key or clicking the Send button.

   Hasbro Interactive does not monitor, control, endorse, or accept responsibility for the content of text or voice chat messages transmitted through the use of this



product. Use of the chat function is at your own risk. Users are strongly encouraged not to give out personal information through chat transmissions.

If you are under 18 years of age, check with your parent or guardian before using the chat function or if you are concerned about any chat you receive.

10. Once everyone has joined your game, assign players to countries by clicking the arrows next to the countries. If you have fewer than seven players, you can assign a country to the AI or leave it in Civil Disorder.
11. Wait for the joining players to click their own Begin buttons. This signifies agreement by all players that the game is set up to their liking.
12. Once all players have agreed, your Begin button will become active and you can click it to start the game.

IPX Client Connection

Follow these steps to join an existing IPX multiplayer game:

1. At the Multiplayer Connect screen, enter your name.
2. Click the Protocol button to go to the Protocol menu.
3. Click the IPX button.
4. Click the Done button to return to the Multiplayer Connect screen.
5. Click the Join button to go to the Join IPX Game screen.
6. Click on the name of the game you wish to join from the Session Names list.
7. Click the Done button to continue to the Multiplayer Setup screen.
8. Wait for the other players to join this game. The names of any players joining this game are displayed in the lower right window.
9. You can chat with the other players by simply typing your message. Send your message by pressing the Enter key or clicking the Send button.
10. Once everyone has joined the game, the host will assign players to countries. If you agree with the setup, click the Begin button.
11. Wait for the other joining players to click their own Begin buttons.
12. Wait for the host to begin the game.

TCP/IP Host Connection

Follow these steps to create a TCP/IP multiplayer game in which your computer is the host:

1. At the Multiplayer Connect screen, enter your name.
2. Click the Protocol button to go to the Protocol menu.
3. Click the TCP/IP button.

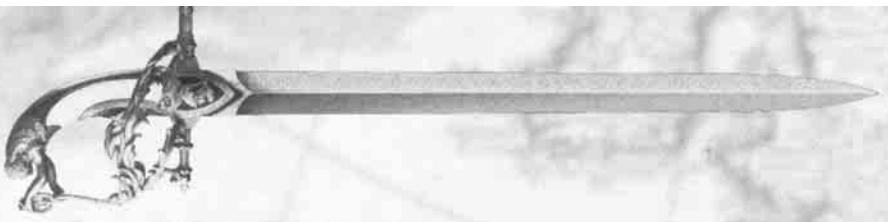
4. Click the Done button to return to the Multiplayer Connect menu.
5. Click the Create button to make your computer the host for this session. This will also take you to the Create Game screen.
6. Enter a name that will identify your game to others who wish to join. (More than one TCP/IP game can be played at the same time.)
7. Click the New Game button to display your IP (Internet Protocol) address. Your IP address is a unique numerical address that identifies your computer on the Internet. Please note that this number can change every time you access the Internet, especially over a dial-up line.

8. Communicate your IP address to the other people wanting to play in your game. One way to do this is to minimize the *Diplomacy* program by pressing Alt Tab and then e-mail the IP address to the other players.
9. Click the Done button to continue to the Multiplayer Setup menu.
10. Wait for the other players to join your game. The names of any players joining your game are displayed in the lower right window.
11. You can chat with the other players by simply typing your message. Send your message by pressing the Enter key or clicking the Send button.
12. Once everyone has joined your game, assign players to countries by clicking the arrows next to the countries. If you have fewer than seven players, you can assign a country to the AI or leave it in Civil Disorder.
13. Wait for the joining players to click their own Begin buttons. This signifies agreement by all players that the game is set up to their liking.
14. Once all players have agreed, your Begin button will become active and you can click it to start the game.

TCP/IP Client Connection

Follow these steps to join an existing TCP/IP multiplayer game:

1. At the Multiplayer Connect screen, enter your name.
2. Click the Protocol button to go to the Protocol menu.



3. Click the TCP/IP button.
4. Click the Done button to return to the Multiplayer Connect menu.
5. Click the Join button to go to the Join TCP/IP Game screen.
6. If the name of the game you wish to join is listed under Session Names, click on it and press the Done button. You will then proceed to the Multiplayer Setup screen.

   If the name of the game you wish to join is not listed under Session Names, enter the IP (Internet Protocol) address of the host game in the Host field. Then press the Refresh button. The IP address is a unique numerical address that identifies the host's computer on the Internet. The host must communicate this address to you, usually via e-mail. Click on the name of the game you wish to join from the Session Names list. Click the Done button to continue to the Multiplayer Setup screen.
7. Wait for the other players to join this game. The names of any players joining this game will be displayed in the lower left window.
8. You can chat with the other players by simply typing your message. Send your message by pressing the [Enter] key or by clicking the Send button.
9. Once everyone has joined the game, the host will assign players to countries. If you agree with the setup, click on the Begin button.
10. Wait for the other joining players to click their own Begin buttons.
11. Wait for the host to begin the game.

MSN Gaming Zone

If you are looking for an opponent, visit the MSN Gaming Zone to meet fellow *Diplomacy* players. Free of charge, MSN Gaming Zone offers chat areas, tournaments and more. You must log onto the MSN Gaming Zone before you start *Diplomacy*.

If you are already a registered MSN Gaming Zone user:

1. To log onto MSN Gaming Zone, select the Start button and choose Programs > MicroProse > Diplomacy > MSN Gaming Zone. This will launch your Web browser.
2. From the list, choose "Strategy."
3. From the "Strategy Games" list, choose "Diplomacy."
4. Click on the game room you want to play in.
5. Log onto MSN Gaming Zone and you will enter that game room.
6. Choose the multiplayer game you want to join. If you want to host, click on an empty slot.
7. *Diplomacy* should now start to load. Follow the multiplayer instructions above.

If you are not a registered MSN Gaming Zone user:

1. To log onto MSN Gaming Zone, select the Start button and choose Programs > MicroProse > Diplomacy > MSN Gaming Zone. This will launch your Web browser.
2. Click "New to the Zone? – Free Signup."
3. Follow the onscreen instructions to register for play on MSN Gaming Zone.

The MSN Gaming Zone is an independent gaming service run by Microsoft Corporation. Hasbro Interactive does not control, and disclaims any responsibility or liability for, the functioning and performance of the MSN Gaming Zone and any content on or available through the MSN Gaming Zone, including, without limitation, links to other Web sites or comments or other contact between users of the MSN Gaming Zone.

Multiplayer Connect Screen

Here is where give yourself a name, choose a communications protocol, and either host or join a game.

Name	Type a name here to identify yourself to other players
Protocol	Go to the Protocol screen where you can choose either IPX or TCP/IP protocol
Create	Once the protocol has been chosen, this button will be active. Click the Create button to host a multiplayer game.
Join	Once the protocol has been chosen, this button will be active. Click the Join button to join a multiplayer game.
Cancel	Return to the Main Menu

Protocol Screen

At this screen, choose between IPX (LAN) or TCP/IP (Internet) communication protocols.

IPX	Select the IPX protocol for IPX-based LANs
TCP/IP	Select the TCP/IP protocol for TCP/IP-based LANs or the Internet
Done	Once you have chosen a protocol, this button will return you to the Multiplayer menu
Cancel	Return to the Multiplayer Connect screen

Create Game Screen

Name your multiplayer game at this screen.

Session Name	Type a name here to identify your multiplayer game to other players

New Game	Go to the Multiplayer Setup menu
Cancel	Return to the Multiplayer Connect screen

Join IPX Game Screen

View available IPX-based games at this screen.

Session Names	Lists all currently available IPX-based *Diplomacy* games on the LAN. If you do not see the game you want to join, try clicking the Refresh button to update the Session Names list.
Done	Go to the Multiplayer Setup menu
Cancel	Return to the Multiplayer Connect screen
Refresh	Click this button to search your LAN for all existing IPX-based *Diplomacy* games and update the Session Names list. Use the Refresh button if you want to join a game that is not yet listed onscreen.

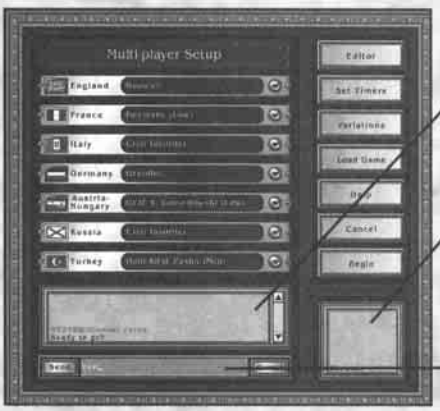
Join TCP/IP Game Screen

View available TCP/IP-based games at this screen.

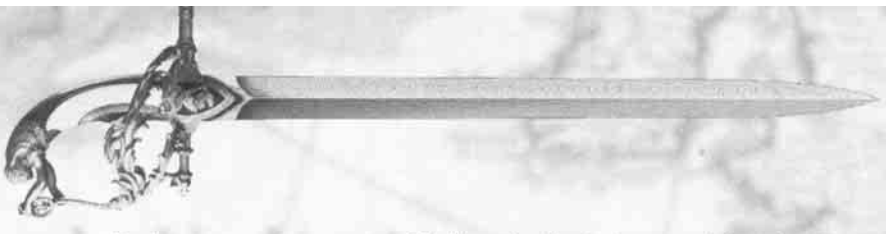
Host:	Enter your host's IP address here if the game is not listed under Session Names
Session Names	Lists all currently available TCP/IP-based *Diplomacy* games. If you do not see the game you want to join, try clicking the Refresh button to update the Session Names list.
Done	Go to the Multiplayer Setup menu
Cancel	Return to the Multiplayer Connect screen
Refresh	Click this button to search all existing TCP/IP-based *Diplomacy* games and update the Session Names list. Use the Refresh button if you want to join a game that is not yet listed onscreen.

Multiplayer Setup Screen

This screen allows the host player to change the multiplayer game setup, assign players to countries and start the game. Players can also chat here about the game setup. All clients must agree to the host's setup by clicking their own Begin buttons before the host can start the game.



Countries	Assign players or AI to countries or put a country into Civil Disorder
Chat Window	Displays all messages sent by any player
Message Area	Type a message here to send to all players
Send Button	Transmit the message in the message area to all the players
Cancel Button	Erase the message in the message area
Editor	Enter the Map Position editor to change ownership of Supply Centers and placement of Army and Fleet unit (see **Chapter 14: Game Editor**). Only active for the host.
Set Timers	Display the Set Timers dialog box to change the default settings of the individual phase timers (see **Chapter 13: Options**). Only active for the host.
Variations	Display the Variations dialog box to load games that use nonstandard rules and setups (see **Chapter 13: Options**). Only active for the host.
Load Game	Display the Load Game dialog box to load a previously saved game. Only active for the host.
Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Cancel	Return to the Main Menu



Begin	Clicking the Begin button either signals agreement of the game setup if you are a client or starts the multiplayer game if you are the host. The host's Begin button is inactive until all joining players have clicked their own Begin buttons.
Players Window	Lists all of the players by name. When a joining player's name turns green, it signifies that he or she has clicked his or her Begin button.

The Diplomacy Phases

The networked multiplayer Diplomacy game phases behave exactly like the phases in the single-player game. The only exception is that the status window has a vertical button on the right side that toggles between Status and Chat. Status shows status messages, and Chat lets you chat to other players.

Play by E-Mail

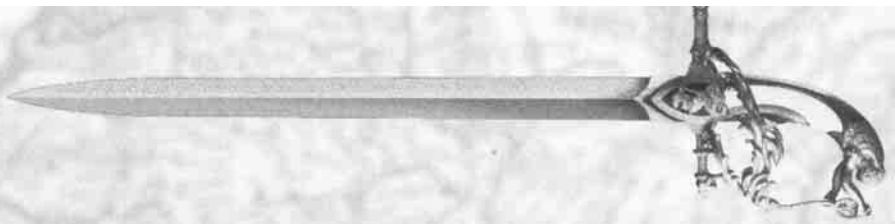
Play by e-mail games are similar to Internet multiplayer games, but the game takes place at the speed of e-mail deliveries. This is the traditional way to play long-distance *Diplomacy*. As a matter of fact, after the Internet was invented, the first e-mail games ever were *Diplomacy* games!

In PbEM (Play by E-mail) mode, the game serves as a graphical interface for recording moves and as an umpire for resolving the moves. In PbEM *Diplomacy* tradition, an umpire is called a "judge" and resolving the moves is called "adjudicating" the moves.

PbEM Overview

Before the start of the game, the players must decide which player is going to be the host player and what the time limits will be for each of the phases. As a guideline, allow four days altogether for negotiations and issuing orders, one day for conflict resolution and two days for adjusting strengths. The reason for such lengthy times is to allow plenty of time for e-mail negotiations to go back and forth.

The players must also decide what will happen when a deadline has passed and one or more countries are either NMR (No Move Received) or have abandoned the game. The typical NMR situation is that that country's units receive no orders and sit in place. Or you can allow a grace period and extend the deadline. If a player abandons his or her country, then that country's units go into Civil Disorder. Or you can try to find another player to take over that country. As long as all players agree, the decision is up to the players.



The host starts a new game, which creates a set of seven *Diplomacy* PbEM files. Each of these files has a unique filename identifying the game session, country, turn and phase. The host then e-mails the country files to the players playing those corresponding countries. In other words, the English player receives the English file, the French player receives the French file and so on. Since the host is playing one country, he or she will keep that country's file.

The players can then negotiate with each other by any method available. Before the deadline passes, however, they must load their countries' files into the game, issue orders and e-mail their files back to the host. The files are binary files, to keep the host from peeking at everyone else's orders first!

The host then loads in all the new files and uses the game to adjudicate moves. The adjudication process creates a new set of files with updated positions. These files are mailed back out to their respective players, and the process repeats over again until the game is over.

The game always creates files for the Spring and Fall Issue Orders phases, but will only create Conflict Resolution and Adjust Strengths files if a retreat, disband or build situation arises.

The files created by the host are found inside the PBEM folder, which is located in the *Diplomacy* folder (which defaults to C:\Program Files\MicroProse\Diplomacy during installation). The PBEM folder is where the host will find the files to e-mail out, where the clients place the files they receive from the host and send back to the host after issuing orders, and where the files returned by the clients are placed. To make game management easy, we suggest that only the current game files be kept in the PBEM folder. You may wish to create an archive folder to store out-of-date files, especially if you are the host.

PbEM Filenames

Each *Diplomacy* file has a unique format. For example, a typical filename might be LevayTur1904Fallss.dpe. Here's how to interpret the filename:

- The first part (Levay Tur1904Fallss.dpe) is the name of the game session. This is the name the host gave to this game. This name also allows you to play more than one game at a time since all games are uniquely identified.
- The second part (Levay Tur 1904Fallss.dpe) identifies the country. The abbreviations are "Aus" for Austria, "Eng" for England, "Fra" for France, "Ger" for Germany, "Ita" for Italy, "Rus" for Russia and "Tur" for Turkey.
- The third part (LevayTur 1904 Fallss.dpe) identifies the year.
- The fourth part (LevayTur1904 Fall ss.dpe) identifies the season. The abbreviations are "Spr" for Spring and "Fal" for Fall.

- The last part (LevayTur1904FallIss.dpe) identifies the phase. The abbreviations are "Iss" for Issue Orders, "Res" for Conflict Resolution and "Adj" for Adjust Strengths.

Play By E-Mail Setup Screen

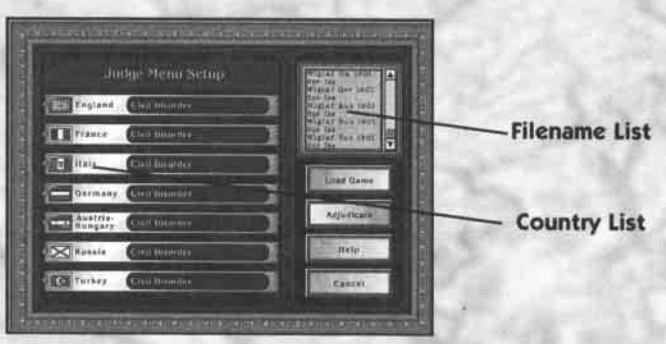
If you are the host, use this screen to create a new game, load in a game, adjudicate games and change options. If you a client, use this screen to load in your country's files.

Country Boxes	The country boxes on the left side are not used for PbEM games
Editor	If you are the host, click this button to bring up the Map Position editor. The editor lets you change ownership of supply centers and placement of Army and Fleet units (see **Chapter 14: Game Editor**). Use the editor before starting a new game.
Judge	If you are the host, use the Judge Menu Setup screen to adjudicate game moves
Variations	If you are the host, use the Variations dialog box to load games that nonstandard rules and setups (see **Chapter 13: Options**)
Load Game	Enter game orders or view the results of a turn
Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function

New Game	If you are the host, click this button to start a new PbEM game and enter the name for this game. The game will write files for each player which are then sent to him or her.
Cancel	Return to the Main Menu

Judge Menu Setup Screen

If you are the host, here is where you load in the individual files of a PbEM game and adjudicate them. To load a game file, click on the file with the appropriate game name, country, year, turn and phase. Then click the Load button. The seven country files must be loaded, one at a time. Once the files are loaded and you press the Adjudicate button, the game will create new files for the next phase. As the host, you need to send these files to the other players to continue the game.



Country List	Displays the files loaded for adjudication
Filename List	Lists the country files of a particular game
Load Game	Loads the appropriate files for adjudication. The file-names will appear in the Country List as they are loaded.
Adjudicate	Causes the loaded game files to be adjudicated and creates a new set of files for the next phase
Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Cancel	Return to the Play by E-Mail Setup screen

Load Game Menu

Select a PbEM game file to load at this dialog box.

Filename Window	Lists all of the game files in the PBEM folder. If there are more files than can fit in the window, use the scroll bar to see the rest. Click on one of the filenames to select it
Load Game	Load the selected file and proceed to the Issue Orders, Resolve Conflicts or Adjust Strengths screen depending on which phase it is in the game
Delete	Delete the selected file
Cancel	Return to the Play by E-Mail Setup screen

Issue Orders

The Issue Orders phase functions identically to the single-player Issue Order phase except that some buttons have changed. Issue orders as normal, but when you're done, click on the Write button to update the file that was loaded. If you change your mind, simply click the Reset Map button, issue new orders and then click on the Write button.

Reset Map	Erase all orders and put the units back to their starting positions for this turn
Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Write	Display the Write Orders dialog box so you can write the file to disk

Resolve Conflicts

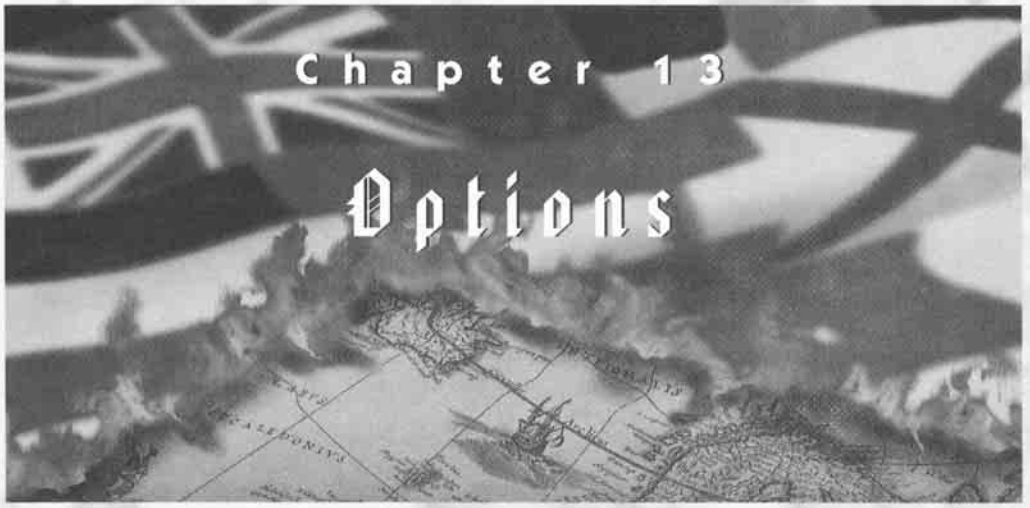
The Resolve Conflicts phase functions identically to the single-player Resolve Conflicts phase except that some buttons have changed. Resolve conflicts orders as normal, but when done, click on the Write button to update the file that was loaded. If you change your mind, simply click the Reset Map button, issue new orders and then click on the Write button.

Reset Map	Erase all orders and put the units back to their starting positions for this turn
Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Write	Display the Write Orders dialog box so you can write the file to disk

Adjust Strengths

The Adjust Strengths phase functions identically to the single-player Adjust Strengths phase except that some buttons have changed. Adjust strengths as normal, but when done, click on the Write button to update the file that was loaded. If you change your mind, simply hit the Reset Map button, issue new orders, and click on the Write button again.

Reset Map	Erases all orders and puts the units back to their starting positions for this turn
Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Write	Display the Write Orders dialog box so you can write the file to disk



Chapter 13

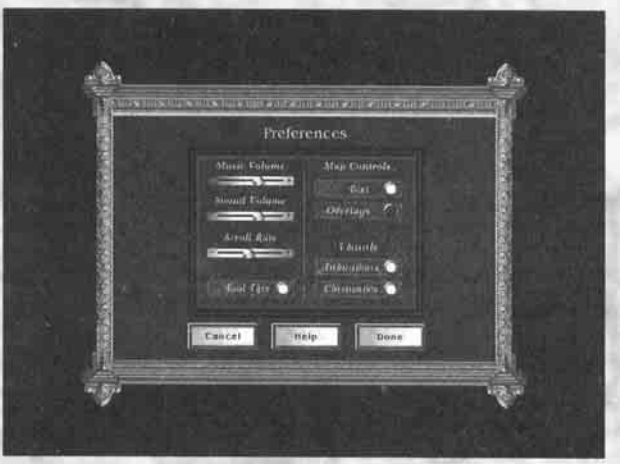
Options

This chapter describes all of the game preferences, options and miscellaneous menu screens available in *Diplomacy*.

Preferences

The Preferences screen lets you set the sound and graphics options in the game. Click the Preferences button in the Main Menu or in the Menu bar.

Some Preferences options have buttons next to them. Click the button next to the option to turn it on or off. If the button is lit, that option is on; if the button is dark, that option is off.



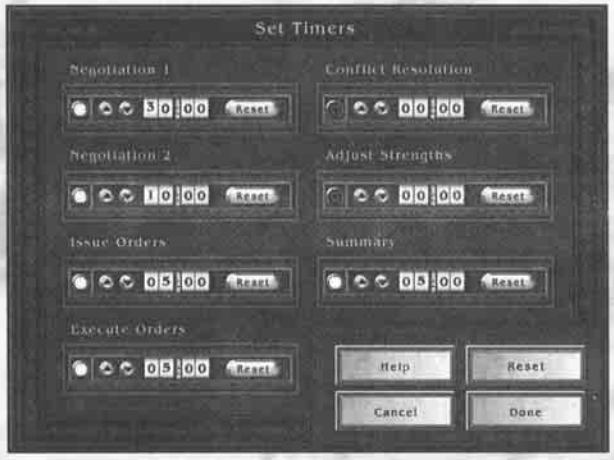
Music Volume	Adjust the background music volume level by moving the Music Volume slider left or right
Sound Volume	Adjust the sound effects volume level by moving the Sound Volume slider left or right
Scroll Rate	Set the map scrolling speed, when the map is zoomed in, by moving the Scroll Rate slider left or right
Tool Tips	Tool tips are pop-up text that appear when the mouse cursor is moved over the flags. Tool tips help you identify which flag belongs to which country.
Text	This button under Map Controls toggles the pop-up text that identifies the space and sea names on the map
Overlays	This button under Map Controls toggles a colored overlay that shades each space with the color of the Great Power that owns it
Animations	This button under Visuals toggles the assembly room animations
Cinematics	This button under Visuals toggles the cinematics used to mark the start of each year
Cancel	Exit the Preferences screen without saving changes
Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Done	Exit the Preferences screen and save any changes made

Set Timers

The Set Timers screen lets you change the individual timers associated with each phase. Click the Set Timers button in the Player Setup screen or in the Menu bar.

The Set Timers screen displays seven times for the six phases of the game. The first timer (labeled Negotiation 1) is only used for the very first Negotiation phase of the game. The timer labeled Negotiation 2 is used for all other Negotiation phases in the game.

To change the timers, click on the up and down arrows next to each timer. You can turn off the timers (set unlimited time) by clicking on the button next to each timer. If the button is lit, the timer is on; if the button is dark, the timer is off. You can reset the timers to the values they displayed when this screen was last entered by clicking on the Reset button next to each timer.



Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Reset	Reset the timers to the original game defaults
Cancel	Exit the Set Timers screen without saving changes
Done	Exit the Set Timers screen and save any changes made

Variations Menu

The Variations Menu screen lets you choose from one of several recognized variations of the *Diplomacy* game. To play a variant, click on one of the names on the left

side and then click the Load Game button. The right-hand side describes the selected game variant.

Variations Menu
1898 Variant
Shift-Left Variant
Shift-Right Variant
Fleet in Rome
Gunboat
Six-Player Game
Five-Player Game
Four-Player Game
Three-Player Game
In this variant the game starts in the winter of 1898 with each power having one unit. Each country must capture its other home supply centers before it can build on them. All other rules and setup are the same as a standard game.
Gun Boat
Help
Load Game
Cancel

Gun Boat	Toggles the Gun Boat option, a variant of *Diplomacy* in which there is no negotiation between players. If the button is lit, the Gun Boat option is on; if the button is dark, Gun Boat is off.
Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Load Game	Load the selected game variant
Cancel	Exit the Variations Menu screen without saving changes

In-Game Menu Bar

Click on the vertical Menu button on the right-hand side of the map to display the in-game Menu bar. The Menu bar will slide out from the map frame. Click the Menu button on the left to close the Menu bar.

Some options have buttons next to them. Click the button next to the option to turn it on or off. If the button is lit, that option is on; if the button is dark, that option is off.

Music Volume	Adjust the background music volume level by moving the Music Volume slider left or right
Sound Volume	Adjust the sound effects volume level by moving the Sound Volume slider left or right
Scroll Rate	Set the map scrolling speed, when the map is zoomed in, by moving the Scroll Rate slider left or right
Tool Tips	Tool tips are pop-up text that appear when the mouse cursor is moved over the flags. Tool tips help you identify which flag belongs to which country.
Text	This button under Map Controls toggles the pop-up text that identifies the space and sea names on the map
Overlays	This button under Map Controls toggles a colored overlay that shades each space with the color of the Great Power that owns it
Animations	This button under Visuals toggles the assembly room animations
Cinematics	This button under Visuals toggles the cinematics used to mark the start of each year
Map 1	Changes the map style to a topographical map which looks best with Overlays turned off
Map 2	Changes the map style to a political map which looks best with Overlays turned on
Map 3	Changes the map style to a topographical map which looks best with Overlays turned off. This map is based on the original Avalon Hill *Deluxe Diplomacy* boardgame map.
Map 4	Changes the map style to a political map which looks best with Overlays turned on
Data	Displays the Data Menu (see below)

Set Timers	Displays the Set Timers screen (see above)
Load	Displays the Load Game menu to load a previously saved game
Save	Displays the Save Game menu to save the current game
Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Quit Game	Displays the Quit Game Menu (see below)

Data Menu

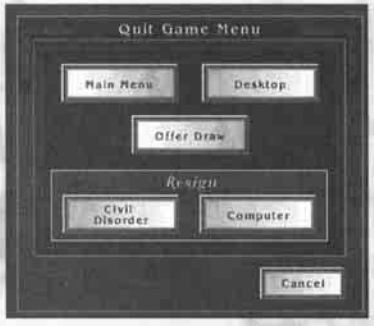
Use the Data Menu to create text files that describe the moves made or summarize the game. You can save the moves or summary for just the current turn or the whole game to date. The files will be saved to your *Diplomacy* folder (which defaults to C:\Program Files\ MicroProse\Diplomacy during installation). Once the text file is saved, you can print it using Notepad or WordPad.

Moves	The moves text file will contain a record of moves, retreats, disbands and builds
Save Turn	Save the moves record for the current turn. Click this button to bring up a Save dialog box to specify the name of the text file.
Save Game	Save the moves record for the entire game to date. Click this button to bring up a Save dialog box to specify the name of the text file.
Summary	The summary text file will contain a record of each country's supply centers and units

Save Turn	Save the summary record for the current turn. Click this button to bring up a Save dialog box to specify the name of the text file.
Save Game	Save the summary record for the entire game to date. Click this button to bring up a Save dialog box to specify the name of the text file.

Quit Game Menu

This menu displays options for ending or quitting the current game. In a multiplayer game, you can offer a draw (and end the game with a coalition victory) or choose whether your country will go into Civil Disorder or be played by the AI if other players wish to continue playing.



Main Menu	End the current game and return to the Main Menu
Desktop	End the current game and return to the Windows desktop
Offer Draw	Send a message to the other players offering to call the game a draw. The game will pause until all other players have voted yes or no on the draw proposal.
Civil Disorder	Click this button under Resign to order your country's units of your country to follow the Civil Disorder rules
Computer	Click this button under Resign to order your country's units to be controlled by the AI

Chapter 14

Game Editor

Click the Editor button at the game setup screen to set up nonstandard situations or to set up a boardgame session in the computer version.

Zoom	Zoom in and out on the map
Clear Map	Remove all units and change ownership of all supply centers to neutral
Reset Map	Reset the map for a standard *Diplomacy* game

Victory	Bring up the Victory Conditions dialog box
Help	While the mouse cursor looks like a question mark, click to display help text explaining that game function
Done	Save changes and return to the Setup screen
Menu	Access the in-game menu bar (see **Chapter 13: Options**)

Setting the Current Date

To change the date of the game from the default of Spring 1901, first click on the number you want to change of the date in the upper right corner. Then click on the up and down arrows on either side. To change the season, click on either the Spring or Fall button.

Changing Ownership of Supply Centers

To change the ownership of supply centers to neutral, click on the supply center province and select Neutral from the pop-up menu. To change ownership of a supply center to a particular country, click on the flag (in the upper right corner) of the country you wish to have ownership. The light will turn green. Then click on the supply center province and select Owner from the pop-up menu.

Creating a New Home Supply Center

A home supply center is one that can be used to build units during the Adjust Strengths phase. To create a new home supply center for a particular country, click on the flag (in the upper right corner) of the country you wish to have ownership. The light will turn green. Then click on the supply center province and select Home from the pop-up menu.

Removing Units

To remove a unit from the map, click on the space and select Clear from the pop-up menu.

Adding Units

To add a unit to the map, click on the flag (in the upper right corner) of the country you wish to have ownership of the unit. The light will turn green. Then click on the space you wish to place the unit, and select either Army or Fleet from the pop-up menu.

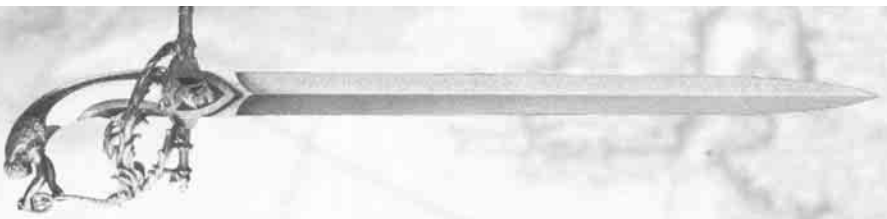
Note that Armies can only be placed in inland and coastal provinces, and Fleets can only be placed in seas and coastal provinces.

Victory Conditions

To change the victory conditions, click on the Victory button to bring up the Victory Conditions dialog box. You can change the victory conditions to be the number of supply centers owned by one country, the number of turns elapsed, a geographical objective or any combination of the three by clicking on the round buttons along the left side of the menu.

If the button is lit, the victory condition is active; if the button is dark, the condition is not active. Please note that if all three options are turned off, the game will not end. This option is for all you megalomaniacs who want to savor conquering the whole of Europe.

To set the number of supply centers required for victory, first click on the button to the left. Then click on the up and down arrows next to the Supply Centers number.



To set the number of turns to play, first click on the button to the left. Then click on the up and down arrows next to the Turns number. At the end of the specified turn, the player with the most supply centers wins. Ties can occur.

To set a geographic objective, first click on the button to the left. Then click on the up and down arrows next to the country names. You can set this to a specific country or to Any Power. Finally, choose the target space by clicking on the up and down arrows below. If the geographic objective is set to a specific country, then the game is over when that country gains control of that space during the Fall Turn. If the geographic objective is set to Any Power, then the game is over when any country gains control of that space during the Fall Turn.

Chapter 15

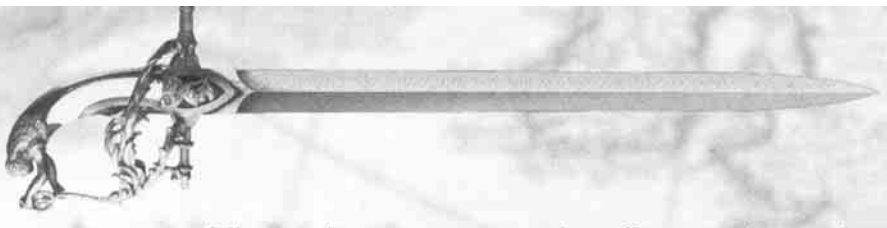
Game Strategy

Tactically, *Diplomacy* is a very simple game. Since it has only two types of units, each with the same basic abilities and limitations, a new player can quickly master the tactics of the game. This means that you are almost immediately free to set tactics aside and focus on the game's strategic and diplomatic aspects: the true challenges of *Diplomacy*.

In contrast to the simplicity of the tactics involved, a game of *Diplomacy* can be as strategically complex as you wish to make it, which is appropriate to the sweeping scope of the game. Remember: you don't represent a soldier or sailor or general or admiral. The *Diplomacy* player must be an imperial leader, a politician, an ambassador. Such a person cannot be bothered with the finer tactics of combat. Instead, the successful diplomat must concentrate on developing and implementing a grand strategy, one that outwits all the opponents without being outwitted by friend or foe.

Diplomacy strategy cannot be described in any complete sense. Only by playing the game will you begin to get a feel for the game. Some general pointers, however, can be useful to get you started.

1. *Each power calls for different play.* Each of the seven powers has its own unique strengths and weaknesses. England, for example, must become an established sea power before occupying an inland center such as Munich. You will succeed as the leader only when you understand how to exploit the strengths and minimize the handicaps of that power.
2. *Look out for Number One.* When it comes down to it, you are usually the only one who has your best interests at heart. As helpful as your opponents might seem,



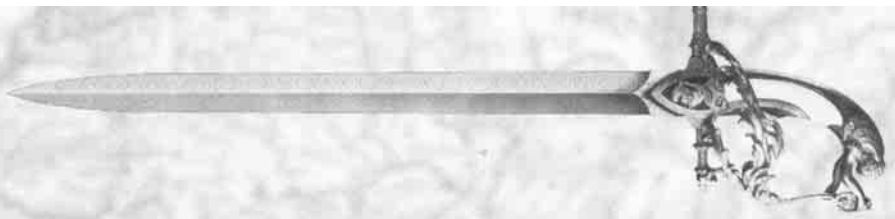
carefully consider every suggestion they offer you and assess the risk you would take by following it. Encourage your opponents to do everything that can possibly help you but which is not necessarily the best thing for themselves. Almost every bad idea can be made to look like a good idea when coupled with the promise of friendly moves and long-term results.

3. *Straddle every fence as long as you possibly can.* In *Diplomacy*, a "stab" is an attack on a player who had considered his attacker a friend. The successful *Diplomacy* player does not perform what are called "one-center stabs." A friendship is worth far more than a single supply center—unless, of course, that supply center is the 18th one you will own! Even if an attack nets you *three* supply centers, it can still be ill-advised. Whenever you could profit by attacking a friend, ask yourself if continuing your alliance one more turn (rather than attacking) would actually put you in a better position for a more successful attack. After all, your potential victim will trust you even more for having bypassed the possible stab, and one more turn with his help is often useful. Always strongly consider continuing play without betraying a friendship; your positional advantage can usually be improved. Only if you decide that no positional improvement is possible should you plan the attack. Even then, implement your plan only if you can eliminate the other player as a factor or if you believe that you can restore your friendship.

4. *If you do jump off the fence (or get pushed off), see about climbing right back on.* Since no one succeeds in *Diplomacy* without friends, be sure to keep your friends as long as you can and regain them as quickly as possible whenever they are lost. If your closest friends attack you, pull out all the stops to convince them that your friendship is not worth losing. Don't roll over for them, of course, but don't close the door on befriending them again. Before you attack another player, think about how you would reconcile with that player afterwards. Even if—despite any claims you make to the contrary—you wish to press your advantage, friends (or former friends who are even slightly confused about your intentions) are much less formidable opponents than are committed enemies.

5. *Don't overcommit.* You cannot conquer Europe in 1901. You can't do it by attacking in all directions. Not only will you lose friends by doing so, but your attacks are bound to fail. Even if you have support from other players, those allies will soon enough see the gaping holes in your lines of units and march through to your home centers. You also cannot win by sending everything you have against one enemy. If you send all your units out your front door, you invite an attack through your back door. Do not neglect your defensive needs while you are planning an attack.

6. *Play the whole board.* One of the most common mistakes made by new players is to neglect forming relationships with every other player in the game. You'd be surprised how useful a far-off power can be—and not just as an information relay. For example, England may suggest to Austria that it should build a fleet,



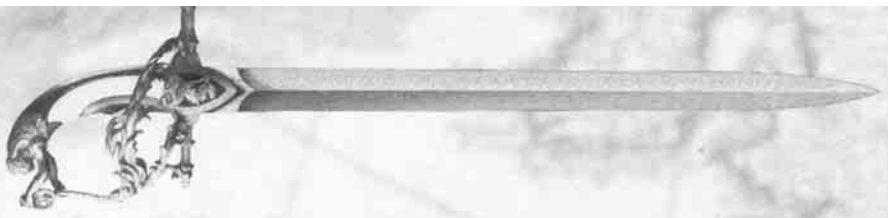
knowing that this will provoke a defensive reaction from Italy. This, in turn, will keep Italy from venturing toward Gibraltar—which will convince Turkey to ensure that its side of the Mediterranean is safe. Russia can then move south on Turkey, which means that England can more easily capture St. Petersburg. A simple statement such as "France says that if I can convince you to build a fleet, he's coming to Italy..." can influence the actions of many players to your advantage. Always consider *every*thing that *every* power can do on *every* turn. Every single event can have some effect on your position. Anticipate all the possibilities you can and have a hand in deciding as many of them as you can.

7. *Use your friends.* Quite often, you may wish to tell a tale about your intentions. (sometimes even a true tale!). Remember that anything you want to say about yourself means far more if it is said by someone else. If you are playing France and you want Germany to believe that you are attacking England, don't invest all your time in convincing Germany. Convince Russia or even England—or at least convince them to peddle your story to Germany for you. If your words turn out to be true, Germany will see you as someone who consistently tells the truth to multiple players. On the other hand, if your words turn out to be false, you won't be the only focus of Germany's disappointment.

8. *If you're in a team, play as a team.* When you are working in alliance with other players, try to view every allied players' units as flying the same banner. What looks like a foolproof campaign can often be stopped by coordinated alliance play. Consider any vital needs of your alliance before you consider your own individual goals. Your enemy can forget that one ally can take a supply center by arrangement from another ally or that one ally can forcibly dislodge another ally to cause a unit to be taken off the board. In both these cases, the result is a brand-new unit, just the right type and in just the right place to stop the enemy advance.

9. *Hit the books.* The *Diplomacy* hobby has a wealth of information available to you. Study the standard opening moves for each power and what you can expect from your opponents in response to each. Learn how to strike fear into the heart of a Turk with one word: Lepanto. Learn the benefits of an *Anschluss* approach to playing Germany. Your own experience is the best guide, of course, but don't ignore the fact that many have trod the same path before you.

10. *Keep an even keel.* Too much happiness over a successful turn of events can give you blind spots and affect your relationships with other powers. Too much anger after a downturn is even worse. Always take some time to reflect on events before you comment on them. Above all, always remember that your enemy isn't really your enemy, even if you think he acts like one. He's just someone like you, playing a game. That's all. Your opponents are bound to do things that excite you and things that enrage you, and it's always in your interest not to let them know which are which. After all, even when your units have been suddenly attacked, there's really nothing to be upset about. It's just a



game. It isn't life and death. Sure, you had the wool pulled over your eyes. Yes, you were lied to straight-faced. But really, all it cost you was a little electronic dot or two. And in the grand scheme of things, little electronic dots don't make anyone's top 10. Believe it or not, you gain much more than you lose when you take a *Diplomacy* stab full in the back. You learn to be more cautious and to be more discriminating with your trust. You learn to be more observant of other players' opportunities, tendencies, habits and mannerisms. You learn a lot about your own nature, the nature of your fellow players and human nature itself. That is the true addiction of *Diplomacy*.

Welcome to the *Diplomacy* hobby! Stab you soon... –Manus Hand

Manus Hand is the founder and keeper of The Diplomatic Pouch (http://www.diplom.org), the Internet home of the worldwide *Diplomacy* hobby, and Weblisher of The Pouch Zine

Appendix

Abbreviations

Below is a list of the commonly accepted abbreviations for the map spaces in *Diplomacy*. This list will help you understand the language of the *Diplomacy* hobby as you explore it.

Austria

Bohemia	Boh
Budapest	Bud
Galicia	Gal
Trieste	Tri
Tyrolia	Tyr
Vienna	Vie

England

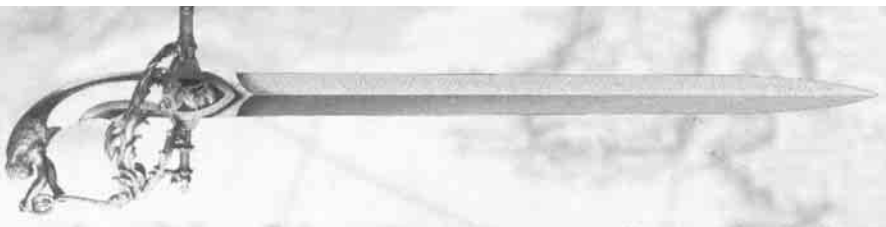
Clyde	Cly
Edinburgh	Edi
Liverpool	Lvp
London	Lon
Wales	Wal
Yorkshire	Yor

France

Brest	Bre
Burgundy	Bur
Gascony	Gas
Marseilles	Mar
Paris	Par
Picardy	Pic

Germany

Berlin	Ber
Kiel	Kie
Munich	Mun
Prussia	Pru
Ruhr	Ruh
Silesia	Sil



Italy

Apulia	Apu
Naples	Nap
Piedmont	Pie
Rome	Rom
Tuscany	Tus
Venice	Ven

Russia

Livonia	Lvn
Moscow	Mos
Sevastopol	Sev
St. Petersburg	StP
Ukraine	Ukr
Warsaw	War

Turkey

Ankara	Ank
Armenia	Arm
Constantinople	Con
Smyrna	Smy
Syria	Syr

Neutrals

Albania	Alb
Belgium	Bel
Bulgaria	Bul
Denmark	Den
Finland	Fin
Greece	Gre
Holland	Hol
Norway	Nwy
North Africa	NAf
Portugal	Por
Rumania	Rum
Serbia	Ser
Spain	Spa
Sweden	Swe
Tunis	Tun

Bodies of Water

Adriatic Sea	Adr
Aegean Sea	Aeg
Baltic Sea	Bal
Barents Sea	Bar
Black Sea	Bla
Eastern Mediterranean	Eas
English Channel	Eng
Gulf of Bothnia	Bot
Gulf of Lyon	GoL
Helgoland Bight	Hel
Ionian Sea	Ion
Irish Sea	Iri
Mid-Atlantic Ocean	Mid
North Atlantic Ocean	NAt
North Sea	Nth
Norwegian Sea	Nrg
Skagerrak	Ska
Tyrrhenian Sea	Tyn
Western Mediterranean	We

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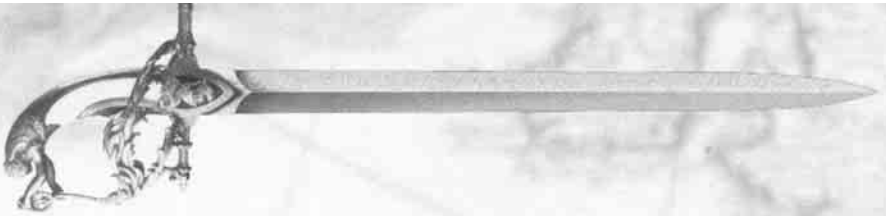

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Testers for Absolute Quality
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James S. Daniel

Ed Fletcher

Manus Hand

Ben Knight

Steve Meyer

Diane Paradiso

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Marc Whipple

Georgia Zolla

William Salit Design

RAD Bink Video

Charles Roberts, who founded the original Avalon game company,

and A. Eric Dott, who, without his vision, there would not have been an Avalon Hill game company

Developed by Meyer/Glass Interactive, LLC

Uses Bink Video Technology.

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  9:00 AM to 5:00 PM Pacific Time
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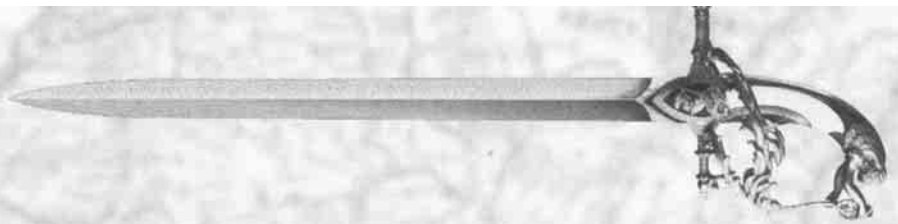


Web Site:

You can read the latest MicroProse news and information at our Web site at www.microprose.com. Visit our site for technical support, software updates, demos, hints, tips and more.

For more information on playing *Diplomacy* online, visit our Online Games area at www.games.com.

FTP Site:

Download files such as updates, utilities, etc. from our FTP site at ftp.microprose.com.

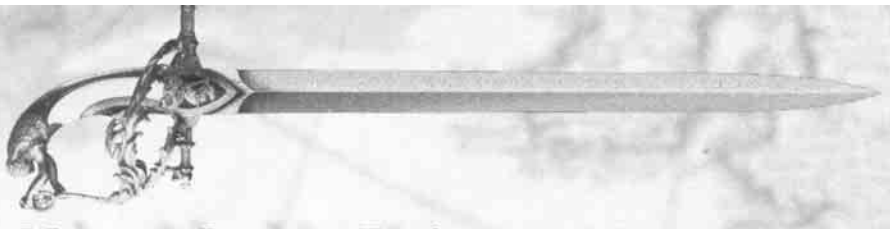
CompuServe:

To reach our Customer Support board in the Game Publishers B Forum, type **go gambpub** at any "!" prompt. Then select "Section 2" for MicroProse. In addition to posting and reading messages, you can download files from the "Libraries (Files)" menu. Send electronic mail to Customer Support at 76004,2223.

How to Get Help:

If you are having problems with *Diplomacy*, we can best help you if (1) you are at your computer when you call and (2) you have the following information handy:

- Version number of *Diplomacy*
- Your computer's processor and its speed (such as a 200MHz Pentium)
- Your computer's brand and model
- Total RAM installed in your computer
- Version of DirectX drivers
- CD-ROM brand and model name
- Video card brand and model name
- Sound card brand and model name
- Mouse brand and version number of mouse driver
- Joystick brand and model name
- Any error message you see in the game



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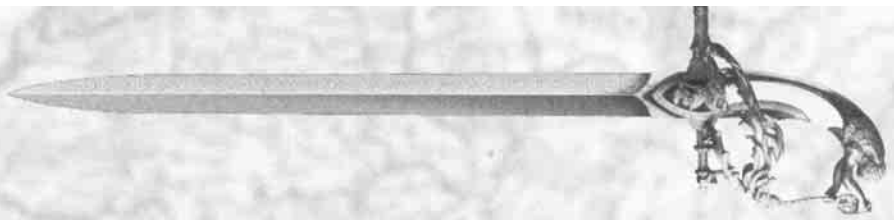

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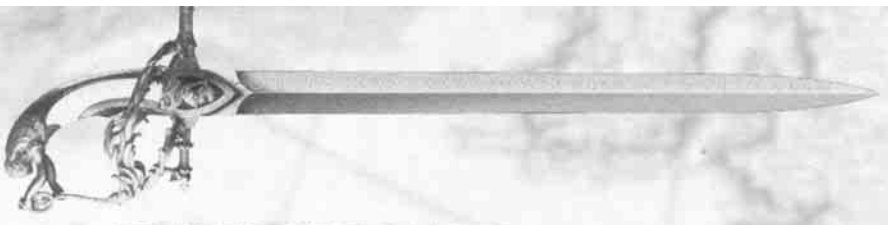

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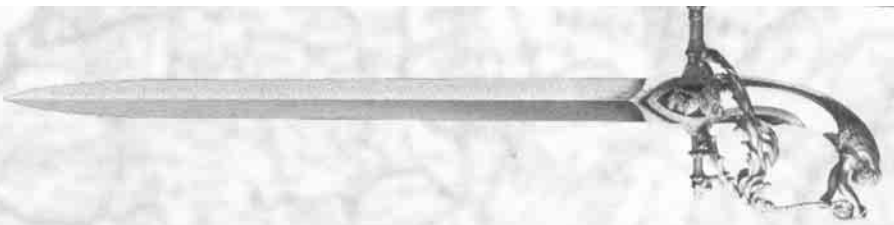

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